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BLACK™

BLACK WANTS YOU

Are you ready to join the United States' most brutal and enigmatic strike force? Do you have the mettle to take on the world's most wanted terrorist cells? As a member of the Black tactical squad, you will operate under the cloak of complete anonymity and deniability. It is your sworn duty to protect the U.S. from threats near and abroad. You answer to no one, you carry out brutal and overt operations around the globe, and you don't care about collateral damage. From manipulating politicians to controlling intelligence networks and militaries, Black operatives are trained to the highest level in psychological warfare, espionage, and the lethal arts.

Prepare to delve deep into the world of clandestine warfare as you use any means necessary to get the job done. Eliminate your targets with extreme prejudice. Wield a vast array of deadly weaponry, from assault rifles to rocket launchers. Wreak massive devastation on the enemy, the environment, or anything that gets in your way. It's all in a day's work. Welcome, soldier.

CHARACTER DOSSIERS

BLACK OPS TEAM ALPHA OPERATIVES

J. KELLAR

RANK: SERGEANT FIRST CLASS

As a member of the U.S. government's ultra-secret Black Ops division, Kellar has seen action in a number of major conflicts from Iran and Guatemala, to Colombia and Croatia. His record of service is impressive, but his penchant for destruction, violence, and disobeying orders has gotten him into serious trouble.

Kellar's last ops, a highly classified series of missions deep in the heart of the Soviet Union, went terribly wrong. Tasked with eliminating a mysterious terrorist cell named Seventh Wave, he is now shackled in chains and well on his way to being declassified, dishonorably discharged, and sent to prison for the rest of his life. In order to clear his name, Kellar must relive the hellish events of the past four days.

MCCARVER

RANK: LIEUTENANT

As the leader of Black Ops team Alpha, McCarver calls the shots. Battle-hardened and world-weary, she has risen up the chain of command through Langley and is an expert markswoman.

Savvy, sharp, and abrasive, McCarver has been known to make rash decisions that have recently attracted the attention of her superiors. It's rumored that she may be under investigation for the mission ops against Seventh Wave.

SOLOMON

RANK: SERGEANT, FIRST CLASS

Sergeant Solomon comes from a military background; his father and brothers are all involved in different branches of the Armed Forces. As a result, he's developed a cool exterior, even in the heat of battle. Solomon always goes by the book.

Solomon doesn't care for Kellar. He feels Kellar is a hothead who is completely out of control, and a threat to his other Black Ops team members. Even so, Solomon is a brother-in-arms, and always has his teammates' backs.

ENEMIES

ENEMY LIST

Your enemies are no pushovers. These are highly trained terrorists and they will cause you grief, pain, and death during your tour of duty. However, studying tactics for fighting them before you step onto the battlefield can arm you with the vital information you need to gain the upper hand. Read on to learn how to engage and beat everything the terrorist will throw at you.

TROOPERS

Troopers are your most basic enemies. These grunts employ little in the way of fundamental military tactics and typically just take aim and fire the moment they spot an enemy. When fired upon, Troopers run and take cover, but return to the open moments later, exposing themselves to your weapon fire. Wearing only military fatigues, Troopers do not have any body armor for protection, which makes them easy targets to take down. Their weapon of choice is the assault rifle. Duck and cover, and pick off the Troopers as you get the chance while they're reloading their weapons.

SOLDIERS

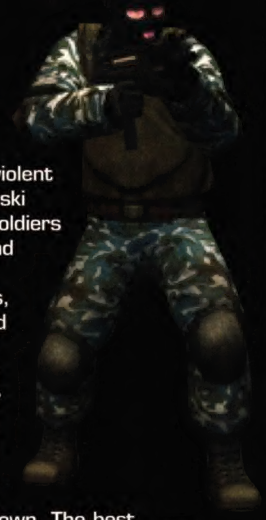
Soldiers are more aggressive than the basic Troopers and always wear body armor, including flak jackets and standard-issue helmets. Using advanced military tactics, Soldiers work in groups to divide and conquer; they split up and flank the enemy in order to surround him or catch him unaware. The best tactic to use on Soldiers is to aim for their heads or their extremities. A well-aimed head shot can drop a Soldier instantly. If you don't have the opportunity to make a precision shot, use strong weapons, such as shotguns, submachine guns, or assault rifles to tear through his body armor and quickly take him down. Soldiers typically carry assault rifles. Duck and cover, and pick off the Soldiers as you get the chance while they're reloading their weapons.

ROCKET LAUNCHER GUNNERS

Rocket launcher Gunners are some of the most deadly enemies in the game because they wield a powerful rocket launcher that can obliterate its target with one or two direct hits. Rocket launcher Gunners also target their enemies from great distances, making it difficult to pinpoint their location and return fire.

Whenever you encounter one of these deadly mercenaries, take cover and turn your attention to eliminating the Gunner. To pinpoint the Gunners' locations, follow their smoke trail backward. To survive against the rocket, take cover, locate the enemy, and take him out while he's reloading.

COMMANDOS

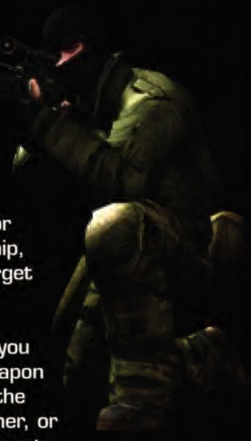


Commandos are brutal terrorists with a singular focus on conventional warfare of the swift and violent kind. Recognizable by the ski masks they wear, these soldiers wield submachine guns and employ insurgent-style attacks. Always relentless, Commandos use advanced tactics, such as drawing their enemies' fire, taking cover and using it to their advantage, and attacking from high vantage points. To top it off, they wear body armor, making it a challenge to bring them down. The best strategy to use against Commandos is to pick them off from afar with a long-range weapon, or to incapacitate them with automatic fire to the head.

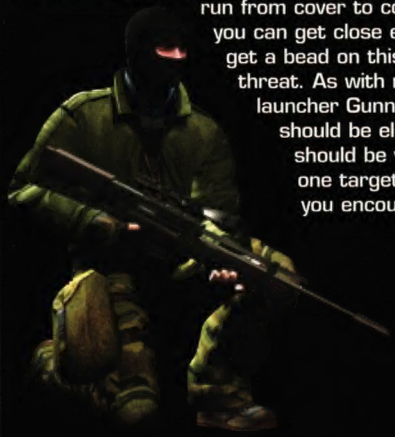
SHOCK TROOPERS

Shock Troopers have no fear and charge their enemies with their weapons blazing. Wearing heavy body armor (flak jackets and full metal face masks) and always wielding a shotgun, these terrorists are agile and can get up even after taking a direct hit to the body. While Shock Troopers are fearless, they are not invincible. Aim for their heads to shoot off their armored masks and expose their faces, then take a second head shot to bring them down for good. You can also shoot them once to drop them to their knees, then go in for a deadly melee attack while they are trying to get back up. One way or another, you must bring them down, as two or three blasts from their shotguns are all it takes to take your life.

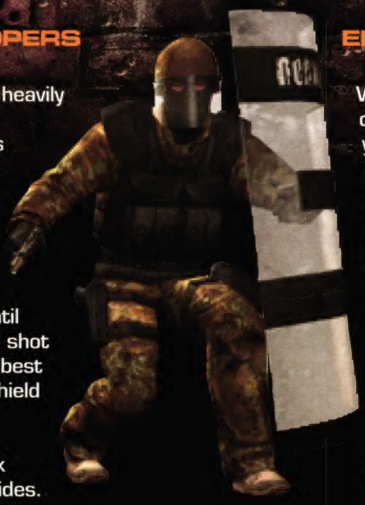
SNIPERS



You'll know when a Sniper has you in his sights, as you will hear the retort from his rifle, then take serious damage (especially if you haven't found any cover). Known for their superior marksmanship, Snipers can effortlessly target their enemies from great distances, causing major damage within seconds. If you don't have a long-range weapon in your inventory (such as the sniper rifle, a rocket launcher, or an assault rifle), then you must run from cover to cover until you can get close enough to get a bead on this dangerous threat. As with rocket launcher Gunners, Snipers should be eliminated and should be your number one target whenever you encounter them.



SHIELD TROOPERS

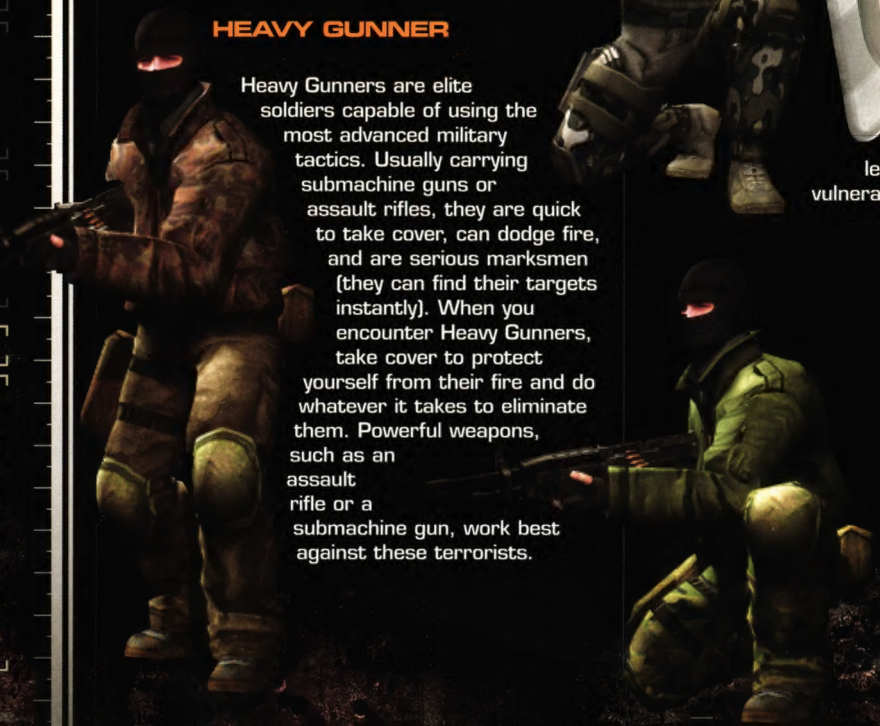


Shield Troopers are heavily armored and carry bulletproof, Plexiglas shields. Carrying pistols, these troublesome enemies use their shields for cover as they creep closer and closer until they can get a clear shot at their target. The best defense against a Shield Trooper is to circumvent their approach and attack their exposed backsides. If that doesn't work, you can also target their extremities while they're moving (parts of their bodies become exposed when they're in motion), or use a strong frag weapon, such as Grenades or a rocket launcher, to send them flying. Also, use explosive objects in the environment to help you kill them.

ELITE TROOPER

When you see Elite Troopers on the battlefield, you know you are in trouble. These heavily armored enemies use lightweight bulletproof shields and strong weapons (such as the pistol or a rifle) to get close and shoot down their targets. With shields that resist even Grenades, these soldiers are expert shots. Thus, eliminating them should be your top priority. As with the standard Shield Trooper, you must find an opening to take the Elite Trooper down. Explosive weapons and objects, such as Grenades, will work if the Elite Troopers are caught unawares. Head shots are also possible, as they expose their heads when moving. If all else fails, repeated hits from an assault rifle, shotgun, or submachine gun will eventually knock away their shields, leaving them open and vulnerable to a kill shot.

HEAVY GUNNER



Heavy Gunners are elite soldiers capable of using the most advanced military tactics. Usually carrying submachine guns or assault rifles, they are quick to take cover, can dodge fire, and are serious marksmen (they can find their targets instantly). When you encounter Heavy Gunners, take cover to protect yourself from their fire and do whatever it takes to eliminate them. Powerful weapons, such as an assault rifle or a submachine gun, work best against these terrorists.

ARMORY

The weapons are the stars in this game. Modeled after their real-world counterparts, every one is a sight to behold—and a wonder to shoot. While some are stronger than others, each of these weapons should be put to good use throughout the course of your mission ops. Before you jump into the heat of the battle, become acquainted with the firearms you will be wielding.

PISTOLS

Range: Close to Mid
Capacity: 15 Rounds
Reload Rate: Fast
Rate of Fire: Single Shot

Developed exclusively for the Armed Forces, it is effective, accurate, and reliable, making it a good weapon to use when you are entering a combat zone. With a fast reload rate (it comes equipped with a push-button magazine ejector and large-capacity clips), a spring-loaded trigger mechanism, and a powerful kick, this big bad weapon should not be dismissed.

Range: Close to Mid
Capacity: 12 Rounds
Reload Rate: Fast
Rate of Fire: Single Shot

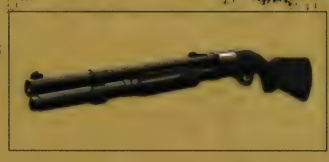
Featuring a lightweight polymer frame, steel slides, and a rust-resistant, heat-treated casing, this is known for its reliability and durability in the field. Built for solid long-distance firing and quick reload times (thanks to its one-button magazine release mechanism), this is the perfect handgun to have at your side during intense battles.

Range: Long
Capacity: 6 Rounds
Reload Rate: Slow
Rate of Fire: Single Shot

Capable of taking down any enemy, including those wearing armor with a single shot, this pistol is accurate even at long-range distances. Unfortunately, it is not without its drawbacks: It requires a long reload time (the empty chamber must be manually ejected and a new one inserted before it can be fired) and precision aiming, which makes it a better option for sniping unsuspecting enemies than wielding it in the heat of a gunfight.

SHOTGUNS

Range: Close
Capacity: 8 Rounds
Reload Rate: Slow
Rate of Fire: Single Shot



Adopted by the U.S. military in the early '70s, this is the shotgun of choice for the Armed Forces, the police, and security sectors. A robust, close-quarters shotgun, the 870 is used to breach and clear rooms and buildings, as well

as to incapacitate enemies at close range. As with other 12-gauge shotguns (its powerful blast can knock down doors, destroy objects (such as cars, crates, and even cement walls), and rip the target to shreds. This does not offer a sight.

Range: Close
Capacity: 6 Rounds
Reload Rate: Slow
Rate of Fire: Single Shot

Both the military and law enforcement personnel use this shotgun in their respective fields and rely on its power and versatility. Perfect for close-range combat and situations where extra firepower is needed, this pump-action shotgun can bring down an enemy with one shot, or blast a door off its hinges. Its underbarrel tube magazine also holds six rounds of ammunition, which allows you to fire a good number of shots before having to stop and reload. Because of its heavy weight (4.4 kg), and because it's a close-range weapon, it does not have a sight.

SUBMACHINE GUNS

Range: Close
Capacity: 70 Rounds
Reload Rate: Medium
Rate of Fire: Single, Semi, Fully Automatic

This is a recoil-operated, select-fire submachine gun is powerful due to its high rate of fire. However, its light weight and speedy fire rate result in spotty accuracy and a short effective range.

Range: Mid
Capacity: 80 Rounds
Reload Rate: Slow
Rate of Fire: Single, Semi, Fully Automatic

Featuring a drum-type rear sight, a hooded front sight, a QD suppressor mount muzzle, and a plastic grip, this high-quality weapon is used by every military and law enforcement agency around the world. With three fire mode options (Single, Semi, and Full Auto), and a fast reload rate thanks to its curved box-type magazine, its only rival is the Israeli-made submachine gun.

Range: Mid
Capacity: 65 Rounds
Reload Rate: Fast
Rate of Fire: Single, Semi, Fully Automatic

This powerful assault rifle forces its rounds through its muzzle at 700 meters per second, piercing most standard armor with repeated contact. It sports a bullpup configuration with a polymer stock, and features an attached reflex collimator sight with excellent zoom magnification. Overall, it offers solid mid-range accuracy and good power, making it an excellent choice when going up against tough enemies, such as Commandos and Shock Troopers wearing flak jackets.

Range: Close to Mid
Capacity: 90 Rounds
Reload Rate: Fast
Rate of Fire: Single, Semi, Fully Automatic

Adopted by the military and police in more than 90 countries, this is capable of discharging ammo at a high rate and tearing through its targets with ease. What it is not ideal for is shooting accurately at long ranges. Because of its fast fire rate, this submachine gun sprays its ammo erratically, making it all but impossible to pick off enemies at a distance.

ASSAULT RIFLES

Range: Mid to Long
Capacity: 60 Rounds
Reload Rate: Fast
Rate of Fire: Single, Semi, Fully Automatic

Used in dozens of countries and hundreds of conflicts, this ubiquitous and deadly weapon is known for its reliability, durability, and simplicity. A fast-action assault rifle, it offers a good degree of magnification through its scope and is accurate (even at long-range distances). Easy to maintain and operate, this weapon can cut an enemy down in a matter of seconds, making it the obvious choice for urban warfare.

Range: Mid to Long
Capacity: 70 Rounds
Reload Rate: Fast
Fire Rates: Single, Semi, Fully Automatic

This is a conventional, gas-operated, selective-fire rifle made from modern materials (including reinforced polymers, gas-injected pistons, and translucent plastic). Standard options include single shots, fully automatic fire, or three-round bursts, and this assault rifle comes equipped with a 3.5X telescope sight attached to the end of a scope accessory rail, offering excellent magnification for mid- to long-range accurate shooting.

Range: Mid to Long
Capacity: 95 Rounds
Reload Rate: Fast
Rate of Fire: Single, Semi, Fully Automatic

Reliable in even the harshest conditions, this weapon is accurate, powerful, and comfortable to use. Magazine-fed and gas-operated, it is capable of shooting at an incredibly fast rate while still maintaining a high degree of accuracy.

Range: Long
Capacity: 150 Rounds
Reload Rate: Slow
Rate of Fire: Fully Automatic

Extremely deadly and highly accurate this assault rifle is used the by the U.S. Special Forces Command (SOCOM) as their rifle of choice. Effective even at long ranges, its only failing is its long reload time, which requires the user to unclip the 150-round box belt, raise the dust cover/belt guide, then feed and lock the belt in place. When under the pressure of enemy fire, reloading can put the user in jeopardy.

SNIPER RIFLE

Range: Long
Capacity: 5 Rounds
Reload Rate: Slow
Rate of Fire: Single Shot

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Built for portability, the 2000 is compact while maintaining a suitably extended barrel for long-range accuracy (beyond 800 meters). A semi-automatic rifle, it offers two different magnification settings—3X and 5X—and features the ability to fire quick follow-up shots. Overall, it is a strong and accurate sniper rifle that is comfortable to use. It is the perfect weapon for taking down targets from great distances.

GRENADE LAUNCHER

Range: Mid
Capacity: 1 Round
Reload Rate: Slow
Rate of Fire: Single Shot

Using its own 40 mm rounds (instead of standard-issue Grenades), this packs a lot of power and can take out multiple enemies and environmental objects with one shot. However, due to spotty accuracy (especially when its user is under pressure) and a slow reload time, it should be reserved as a secondary, special-use weapon.

ROCKET LAUNCHER

Range: Long
Capacity: 1 Round
Reload Rate: Slow
Rate of Fire: Single Shot

This was adapted for other fire support missions by introducing stronger ammunition capable of obliterating about any object, from thick brick walls to steel armor. A shoulder-fired, single-shot, recoilless launcher, this weapon is extremely deadly. After a rocket has been fired and travels a safe distance away from the shooter, a built-in rocket booster engine ignites, accelerating the round and enhancing its effective range. It comes equipped with a 2.7X fixed magnification optical sight and uses a mechanical ignition system with a manually cocked external hammer. Effective and dangerous, this weapon should be used with caution and only fired at long-range targets in order to avoid taking accidental damage.

FRAGMENTATION GRENADES

Range: Mid to Long
Capacity: NA
Reload Rate: NA
Rate of Fire: NA

These deadly Grenades come three to a cache (you can hold up to nine Grenades at one time), and are designed to be thrown by hand. They explode three to four seconds after pressing the fire key (as well on impact). Powerful enough to destroy armored vehicles, one lobbed Grenade can take down multiple enemies within its blast radius. You can toss a Grenade any distance, from close (not recommended) to far, by the angle of your aiming arc. You should always keep a few at your side and employ them whenever you need to clear an area, destroy a target objective, or give yourself some breathing room.

BASIC TRAINING

Black is an action-packed, adrenaline-fueled, wild ride filled with intense shooting action, gigantic explosions, and destructive mayhem. This guide is designed to help you jump straight into this chaotic world, giving you the information, strategies, and tips you need to help you survive your dangerous tour of duty. Before you get started, we recommend taking a few minutes to go over the basics detailed below.

DIFFICULTY MODES

This game has several levels of difficulty. Each offers a unique gameplay experience. There's one suitable for every player's skill level.

EASY

Primary Objectives only. Lots of Health Packs. No rewards or unlocks.

NORMAL

Primary and Secondary Objectives. Normal amount of Health Packs. Beating the Normal Difficulty mode unlocks Hard mode.

HARD

Primary and Secondary Objectives. No Health Packs. Beating the Hard Difficulty mode unlocks Silver Weapons and Black Ops Difficulty mode.

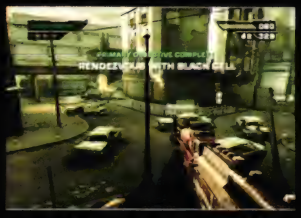
BLACK OPS

Primary and Secondary Objectives plus Destruction Objectives. No Health Packs. Beating the Black Ops Difficulty mode unlocks a secret weapon—an assault rifle.

OBJECTIVES

You must fulfill two different sets of objectives during each level: Primary and Secondary Objectives.

PRIMARY OBJECTIVES



Primary Objectives are mission-specific goals that you have to complete in order to beat the level. These objectives typically include rendezvousing with your team members, destroying a specific target, or reaching a predetermined point.

SECONDARY OBJECTIVES

Secondary Objectives (which are available in all difficulty modes except Normal) are items and objects that you must collect or destroy. The list includes Blackmail, Intel, Recon, Armament, and Destruction Objectives. Whenever you point your aiming reticle over a Secondary Objective, it changes color—black for Destruction Objectives and blue for everything else. To progress to the next level, you must fulfill a predetermined number of Secondary Objectives. This number depends on the difficulty level you're playing. To access the number for each level, as well as see the current status of the Secondary Objectives you've collected, you can pause the game and choose the Objective Status option. Here is the list of Secondary Objectives:

Blackmail: Blackmail Objectives include items such as laptop computers, safes, and attaché cases that contain classified information that must be destroyed.

Intel: Intel Objectives are items such as red folders and security cases containing terrorist information and plans. These must be collected.

Recon: Recon Objectives are blue document rolls that provide valuable information for the next mission. Only one Recon Objective appears on each level.

Armament: Armament Objectives are hidden weapons stashed somewhere in the level. There is only one Armament Objective per level.

Destruction: Destruction Objectives are specific objects in each level that must be destroyed. Destruction Objectives can include cars, trucks, gas tanks, crates, forklifts, and other assorted explosive items and only become unlocked in Black Ops mode.

SURVIVAL SKILLS

There are some basic moves, items, and features that you should become familiar with in order to get the most out of the game. Becoming an expert in the art of covert (and overt) ops is the only way you want to play this game.

CROUCHING

Unlike most first-person shooters, in this game, crouching isn't used to crawl through tight spaces. Crouching is a way of taking cover and making it more difficult for the enemy to target you. It's always a good idea to use the crouch position whenever you're under fire or taking cover behind a short object. When you're crouched, a crouch icon appears in the bottom-left corner of the screen.

COVER

Taking cover is an invaluable tool for survival. If you're low on health, need to reload, or are taking serious fire and are pinned down, find a corner, wall, or object and take cover to protect yourself. Unfortunately, almost every single object in this game is destructible and will break apart in chunks with repeated weapons fire. Only stay in one place for a short amount of time, otherwise, your cover will be obliterated, leaving you vulnerable and out in the open.

GRENADES

Don't underestimate the power of your Grenades. While your primary weapon is the most impor-tant tool you have, Grenades can clear out potential threats, break through destructible items (including locked doors), and function as a long-range weapon when you don't have one in your arsenal. The distance you can throw a Grenade depends on the angle at which you throw it. For a short toss, just press the Grenade button. To get some distance, aim upward and then lob it by pressing the Grenade button.

KNOW YOUR WEAPON

Spend some time getting acquainted with each of the 16 truly amazing weapons. They are all unique, and they can be used for different combat scenarios and situations, depending on which you have. The Armory section in this guide offers important stats and information, which will teach you which deadly tool to use for each job.

TARGETING RETICLE

The targeting reticle, a square in the center of the screen, changes color depending on what it is pointed at. Always pay attention to its color, which alerts you to the threat level and shows you Secondary Objective Targets.

White: Nothing of interest or threat is in your weapon's sights.

Red: An enemy or immediate threat is in your weapon's sights.

Green: A friendly (civilian or Black team member) is in your weapon's sights.

Blue: A Blackmail, Intel, or Recon Objective is in your weapon's sights.

Black: A Destruction Objective is in your weapon's sights.

STEALTH

While this game is all about chaos, destruction, and overt action, there still is a place and time for stealth. Many weapons can use suppressors (they typically must be found before you can use them), which silence your weapon's fire. Head shots and stealth kills can help even the odds and keep your presence temporarily unknown from nearby enemies. Use your discretion, but it's always a good rule of thumb to stay undetected until you absolutely have to reveal yourself.

MELEE ATTACK

No matter what weapon you're wielding, you can always execute a deadly melee attack. The melee attack is only used for up-close and personal combat, but it can be a valuable maneuver when you are low on ammo, want to execute a stealth kill from behind, or just want to add a little insult to injury. The melee attack is especially handy against Shock Troopers, who typically get back up after they've been shot and knocked down. As soon as they start to stand back up, rush in and give them a slap to the head with the butt of your weapon to put them down for good.

EXPLOSIVE OBJECTS

As a rule, besides hidden Destruction Objectives, other explosive items found within the environment are colored red. These items, which include barrels, ammunition crates, gas mains, etc., can and should be used to your advantage. Detonate them whenever enemies are nearby, catching and immediately killing the unsuspecting saps in the blast radius.

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MISSION 1 WALKTHROUGH

VEBLENSK CITY STREETS

OVERVIEW

4 Days Earlier – 07:36 HRS

Shackled in chains, you enter a small, dark, interrogation room. You're in trouble...serious trouble. The only way out is if you cooperate with the man sitting in front of you—he's here to clean up your mess. As Sergeant J. Keller, First Class, you've been involved in all the major skirmishes—Iran, Guatemala, Colombia, Croatia. In order to escape declassification, dishonorable discharge, and conviction, you're going to need to relive the hellish events of the past four days, starting with the firefight on the streets of Veblensk City.

MISSION INTELLIGENCE

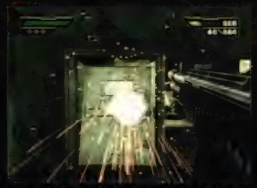
Enemies Encountered
- Troopers
- Soldiers
- Rocket Launcher Gunners

Weapons Acquired
- Default Pistol
- Shotgun
- Assault Rifle
- Grenades
- SMG
- Rocket Launcher

Secondary Objectives
- Blackmail: 3
- Intel: 3
- Recon: 1
- Armament: 1
- Destruction: 11

MISSION MAP 1

OBJECTIVE: RENDEZVOUS WITH BLACK CELL



Your first priority is to locate and rendezvous with Black Cell team members, who are pinned down out on the streets. The area is hot and swarming with the enemy, so staying healthy and alive is not going to be easy.

To exit this locked room, pick up the shotgun near the door and shoot down the door.

NOTE

Only shotguns, nearby explosions, Grenades, and the pistol, can open locked doors.

Outside, there is a second weapon, an assault rifle, which is against the rubble at the top of the stairs. You don't need it at the moment, as most of the enemies on the street carry this weapon. After the body count rises, it becomes readily available.

NOTE

Like most first-person shooters, you can only hold two weapons at a time. However, unlike most first-person shooters, you don't have to hold on to one pistol and one rifle. You change out the weapon you are holding with the new weapon.

Experience the awesome firepower of the shotgun by staying at the top of the stairs and shooting the wrecked car on the street. Not only does this fulfill the first Destruction Objective (available in Black Ops Mode), it takes out the unsuspecting terrorist standing next to it.

NOTE

Your weapon's aiming reticle changes from white to black whenever it is aimed at a Destruction Objective.

Before heading down to the street, grab the Grenade cache from inside the dark room opposite the stairs.

There are two paths you can take. Both lead to a crossroads in the town square, but sweep both clean of enemies before advancing to Black Cell. Clear the path under the overpass to the left. A squad of soldiers pour out of the opening near the dumpsters—be ready for them.

A second Destruction Objective is beyond the nearby gate. Locate the highly explosive, reddish crate leaning against one of the posts of the underpass and shoot it—stay far back, as you can take damage from the resulting explosion.

Retrace your steps and head through the short hall. At the opposite side, take an immediate right. The enemy onslaught has increased, so stay alert.

The third Destruction Objective is inside the rubble of this blown-out building on the left. Enter through the small opening and shoot the pair of explosive crates. There are also Grenades and pistol ammo here.

Grab the nearest assault rifle from a fallen enemy, then continue along the street. Use the rubble and wreckage for cover and assume the crouch position for extra protection.

Blow up the car along the street (not far from the first car) for a Destruction Objective.

Before you advance, deal with the shooter in the second story window of the building across the way. Find a spot for cover, then use your weapon's scope to get a bead on him.

Advance up the street, eliminating the enemies with extreme prejudice. Ahead are Black Cell teammates, who are caught in the crossfire with terrorists on all sides.

The fifth Destruction Objective, another explosive crate, is alongside of the building where you shot the gunman in the window. Blow it up before moving on.

TIP

Don't worry if you miss an optional Objective Target. Clear the level of enemies before returning to seek out these targets.

Before reaching Black Cell, move off the street and enter the opening in the structure to the right. The stairs lead to an area that provides a nice vantage point for taking out the enemy.

Inside on the ground floor against the wall opposite the stairs is a new weapon—an SMG. Grab it and the ammo sitting next to it. This completes the Armament Objective for this level.

Take the stairs and use the high vantage point to blow up this Destruction Objective, which is another explosive crate next to the second-story columns of the museum to the right.

OBJECTIVE: ASSAULT THE MUSEUM

When you eliminate the terrorists surrounding Black Cell, a new group blows the museum doors. Drop to street level and use the rifle or a well-thrown Grenade to clear them out.

DESTRUCTION OBJECTIVE

You can obtain another Destruction Objective nearby in the town square. Before taking the fight into the museum, locate the cannon above the doorway of the building across the way and blow it up with a Grenade.

BLACKMAIL OBJECTIVE

Inside the same doorway is one of three top-secret Blackmail Objectives. Shoot the laptop sitting on the floor by the window to destroy details of Operation "Extraordinary Rendition."

Head to the museum. Use the columns and doorway for cover and take out the enemy threat hunkered down inside the museum. Be careful, as there are enemy terrorists along the walkway above and to the left. After you eliminate them, another set of terrorists use C4 to blow through the museum wall. Make sure you have a fresh clip of ammo in your weapon and take cover.

NOTE

A Grenade thrown at the blast hole eliminates the incoming threat.

INTEL OBJECTIVE

Leave Black Cell to deal with the threat along the streets outside. You take the museum stairs. On the wall at the landing is a red notebook with login details to the NSA Echelon system.

INTEL OBJECTIVE

On the top floor, along the right-hand railing, is a second Intel Objective. This silver attaché case is Professor Janek's Black Box.

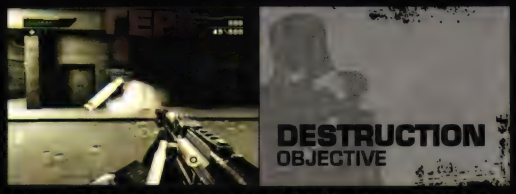
MISSION MAP 2

Return down the stairs. (Don't try to exit through the balcony. If you were to go this way, you'd be a sitting duck for the rocket launcher-toting terrorist positioned at the top of the tower in the distance.) Instead, exit through the blast hole in the wall and locate your own rocket launcher, which is propped up against the destroyed car next to the smoldering wreck of an APC Tank.

One well-aimed shot not only takes out the terrorist in the tower, but it also brings much of the structure down, fulfilling another Destruction Objective.

A substantial amount of enemy fire is coming from the alley to the left. Find some decent cover, then use the remaining rounds inside the rocket launcher to blow the enemies sky-high.

When the dust has settled, turn back and locate the small room next to the destroyed **APC**. Sitting on the floor inside is a laptop containing satellite photographs of Papoose Lake.



Across the street opposite the laptop is another explosive crate near a phone booth. Blowing this one takes out the large sign above it.

OBJECTIVE: ELIMINATE ALL REINFORCEMENTS

Prepare for a final deadly push, and slowly move down the street, taking cover to protect yourself from the hordes of enemy reinforcements. Enemies come at you from all sides and from above, so be ready.

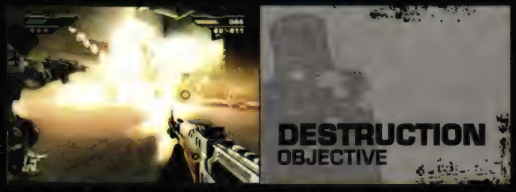
NOTE

In addition to the standard terrorists, new ones wearing body armor appear in the street. Concentrate on shooting their extremities—especially their heads—to drop them.

In the midst of the gunfire, target the gas tank of the huge transport truck. Destroying it fulfills another Destruction Objective and takes out terrorists at the same time.

OBJECTIVE: CAPTURE SEVENTH WAVE SUSPECTS

A final firefight takes place inside the garage to the left of the transport truck. Eliminate the set of three Seventh Wave terrorists, then locate the last few Target Objectives before exiting through the same doors the terrorists came pouring out of.



The final car inside the garage (near the doorway through which the Seventh Wave suspects came pouring out) can be blown up to fulfill your eleventh and final Destruction Objective.

A final Blackmail Objective—a laptop that holds schematics of an experimental aircraft code-named **AURORA** is sitting inside the small security checkpoint structure. Take it.

The final Target/Intel Objective is hanging on the wall near the exit. Grab the red folder, which holds detailed blueprints of the New York subway system.

On the street, inside the windowed structure on the left (near the downed plane and the level's end), is an aerial photograph of Treneska Border Crossing.

After you gather all of the Objective Targets, head into the doorway and down into the hall to exit the level.

MISSION 2 WALKTHROUGH

TRENESKA BORDER CROSSING

OVERVIEW

05:03 HRS

Having eliminated the three main Seventh Wave members on the streets of Veblensk, you were told to hold your position, but you disobeyed orders and continued into the hot zone. That's when you encountered the fourth man—an American. He got the drop on you, but let you live for reasons you can't answer. Your next assignment—a double header—was to destroy the Seventh Wave's weapon's cache and stronghold near the Treneska Border Crossing and rendezvous with Lieutenant McCarver. Things went from bad to worse.

MISSION INTELLIGENCE

Enemies Encountered
- Troopers
- Soldiers
- Commandos
- Shock Troopers
- Rocket Launcher Gunners

Weapons Acquired
- Default Pistol
- Shotgun
- Assault Rifle
- Assault Rifle Suppressor
- Grenades
- Rocket Launcher

Secondary Objectives
- Blackmail: 5
- Intel: 5
- Recon: 1
- Armament: 1
- Destruction: 14

OBJECTIVE: FIND THE TRENESKA BORDER CROSSING

It's too quiet at the insertion point. To complicate matters, interference on the radio means you are on your own for the time being.

The first Destruction Objective is available right out of the gate. Stand back for safety and pop a few shots into the propane tank on the side of the small cabin to send it up in a glory of flames.

MISSION MAP 1

TIP

Remove and replace silencers and suppressors by pressing × for PlayStation2, and Ⓨ for Xbox. However, removing this equipment and discharging a weapon without it results in you alerting nearby enemies. Don't remove them!

The Treneska woods are vast and open, with many trails and paths that twist and turn in different directions. While they all lead to the target location, take the trail to the right.

Use stealth and slowly follow the trail until you spot the first border patrol. There are two enemy soldiers in the vicinity (a Trooper and a Soldier). It's possible to stay back, unseen and unheard, then take them out with silenced, precision, head shots.

If you strayed from the right-hand trail, return to it and locate the branching path near this makeshift signpost. Ahead is a cave opening. Inside or nearby is a guard who is either warming his hands next to a fire or patrolling the perimeter. Pick a spot with cover off the trail and eliminate him.

TIP

Many objects explode when shot, such as these flaming barrels. Use them to your advantage whenever possible.

TIP

Explore inside this small cave; an assault rifle suppressor is on the ground and you can put it to good use.

If you haven't already, grab an assault rifle from the body of one of the fallen enemies, equip its suppressor, and continue along the right trail. It slopes upward and comes to an abrupt end at a makeshift fence.

From this vantage point, use your weapon's scope to locate the enemy encampment in the distance and pick off any soldiers patrolling the area. If they return fire, duck and use the small wall to the left for cover.

When the coast is clear, shoot out the wooden fence boards barring your path and approach the encampment. Inside, snatch a variety of items, including pistol ammo, assault rifle ammo, plus the shotgun and ammo. Because the assault rifle has a suppressor and can be switched to single-shot mode, you no longer need your pistol. Swap it out for the shotgun before continuing.

Exit the encampment through the small opening on the right and locate the intersection in the trail at the small hill's base. Patrolling enemies are in the vicinity. Stay on the lookout and fire on them when necessary.

The path to the right leads to a hidden tunnel entrance. Enter the tunnel and follow it until you reach the opposite side. Go slowly—there are a few opportunities for head shots around each corner. A Grenade cache is inside here; they will come in handy soon.

OBJECTIVE: CROSS THE BORDER

This is where things get sticky. The tunnel literally drops you at the doorstep of the border crossing, which is littered with enemy soldiers. Find a large tree for cover, keep the long-range assault rifle equipped, and engage the enemy.

TIP

The soldiers set of the base alarm—there's nothing you can do about it. Keep track of the enemies' movements (they attempt to divide and conquer) and eliminate them.

After you quell the immediate threat, explore the surrounding area. In the distance is a small bridge. On the other side is a rusted wreck of a car with a Grenade cache next to it.

A second gas tank is at the border crossing. Locate it through your weapon's scope and shoot it until it explodes, taking out the enemies nearby.

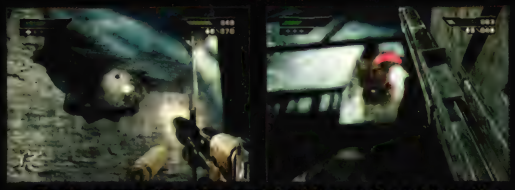
Clear out the remaining enemies at the border, including the Gunner in the tower. When it's safe

to do so, turn your weapon on the large truck blocking the border entrance. Blowing it up fulfills the third Destruction Objective.

Cross into the encampment from the hole in the fence (where you blew the gas tank) and enter the small structure on the other side. Inside, use the flimsy walls for cover and pick off the enemies one at a time.

TIP

Many of the stacked crates, boxes and barrels—especially the red ones—will explode with prolonged gunfire. Use these to your advantage to take out any enemies who are nearby when they blow.



Dash across into the next building and continue the intense firefight (be wary of the gunman up on the second story; he will attempt to take you out when you exit the first structure).

Inside this second building, two soldiers are upstairs. A well-tossed Grenade eliminates them, or you can kill them the old-fashioned way, with multiple bullet shots to their heads and extremities.

In the corner of this upstairs room is a safe containing evidence of domestic Wet Work in Washington, D.C. Blow the safe and the evidence inside before moving out.

From the high vantage point upstairs, pick a window or spot that gives good visibility of the surrounding area outside, and pick off the enemy one by one. Explosive crates and objects litter the courtyard, so go crazy and pepper the area and enemies with a barrage of bullets.

During the resulting gunfight, it's possible a variety of the Destruction Objectives down in the courtyard were inadvertently destroyed. This large truck in the center is one of them.

This gas tank on the side of the building across the way is another Destruction Objective you can easily target from your location.

The final Destruction Objective inside the courtyard is found along the left side of the courtyard. It's in front of the last building on the left-hand side near the exit gates. Locate the red crate and blow it up, taking out a few guards inside the building as an added bonus.

Return outside and make a clean sweep of the courtyard and buildings, starting with the ones closest to the entrance and working toward the back. Several surviving enemies are hidden inside these structures, so enter with a full clip and be ready to fire.

Start with the first small structure along the courtyard's right side. Use the shotgun or a Grenade to blow the door off its hinges.

Inside the small structure are a number of items to acquire. In addition to ammo and Grenades, there is a red folder containing details on how to make a Dirty Bomb.

Inside the second, larger structure along the right side is a safe that holds a second Blackmail Objective—covert footage of North Korean nuclear plants.

The second half of this building is locked up tight. As before, toss a Grenade at the door (around the back), or shoot it with the shotgun to get inside.

The back room is empty, but in the front area, atop the counter, an attaché case with covert video of L.A. airport security is yours for the taking.

Get ready to take cover quickly when you approach the final building on the right side. A rocket launcher Gunner in the distance blows the gates in an attempt to take you out.

The rocket launcher Gunner is relentless in his fire, making it difficult to get a clear shot and take him down from afar. Draw his fire, then run forward, avoiding it while moving for the cover of the rock formation along the left and right sides of the road that leads out of the border crossing encampment. Keep moving forward, using the rocks for cover, until you find a spot where you can safely eliminate him. After you get him in your sights, release a stream of fire and don't stop until he is down for good.

If it didn't explode in the crossfire of the Rocket Launcher, return to the truck and blow it up to fulfill the seventh Destruction Objective.

TRENESKA BORDER CROSSING

MISSION 2 WALKTHROUGH

OBJECTIVE: CROSS THE VLODNIK CANAL

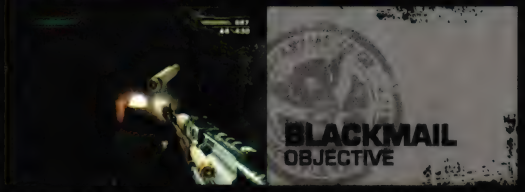
Enemy resistance continues inside the tunnel. Pick a side, or go straight through the middle and continue the assault. When the path becomes blocked with wreckage and debris, use the planks leading through the burned-out truck to drop into the next portion of the tunnel, then go out the other side.

TIP

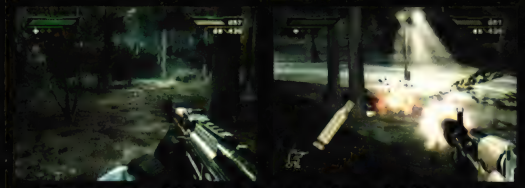
While they may not look volatile, the crates inside the tunnel explode when shot. Use these to your advantage.

MISSION MAP 1 2

Once outside, leave the main road and follow the dirt path due left. Tread slowly, as a guard or two patrols the area. At the path's end is a small guard shack that is temporarily occupied. Pick off the unlucky Soldier while his back is to you.



Before leaving, blow the laptop inside the guard shack. It holds smuggled CCTV from Camp X-Ray.



There are multiple ways to get through this area, but they all lead to the bridge that crosses the Vlodnik Canal. Follow the sloping dirt path behind you; it leads up the hill to the left. From this higher vantage point, it's possible to pick off the guards along the main road from the wooded area along this path. Keep an eye out for the first set of guards after you start climbing the hill—they huddle together in front of a burning barrel, trying to get warm.

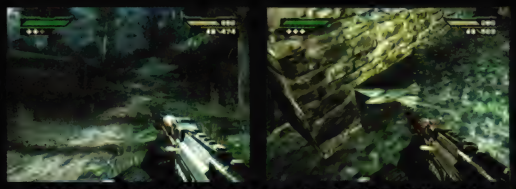
NOTE

You can shoot out the huge sodium lights lining the road, but the full moon bathes the area in bright light, making it impossible for you to sneak by unseen.

At the top of the hill, a rocket launcher and ammo are resting against a log. Grab this powerful weapon to fulfill this area's only Armament Objective.

Don't unleash a flurry of rockets at the bridge. Instead, shoulder the rocket launcher and return down the sloping dirt path toward the guard shack.

Take the path that runs along the canal until it ends on the bridge's other side. A bunker with a Grenade cache is at the ramp's top. At the top, assume the crouch, dig in, and pick off as many enemies as you safely can—the alarm will sound, but it was bound to happen, anyway.



Before attempting to cross the bridge, follow the main road toward the tunnel to the point where it curves (watch out for another pair of guards next to a burning barrel nearby). A path along the left-hand side the zigzags up toward a plateau. On top, in addition to a few patrolling guards, are useful items, including more rocket launcher ammo, which will come in handy soon.

Return to the bridge, equip the rocket launcher, and begin the massacre. Use the cement blockades for cover and switch back and forth between weapons if the troops get within close range.

In addition to the Soldiers on the bridge, there is a Gunner in the tower at the opposite end. Save one rocket for him.

TIP

Use caution when firing near the stacked crates and debris; it's possible to blow yourself sky-high.

There are two Destruction Objectives on the bridge—both are transport trucks. Shoot the nearest one's gas tank and watch it explode. The second transport truck is a few yards down from the first. Blow it up; you'll eliminate a few terrorists with it.

TIP

Search the small viewing areas on the sides of the bridge. Almost every one holds a Grenade cache.

A large explosive crate is against the side of the small structure at the bridge's opposite end. Detonate it to fulfill another Destruction Objective.

Inside the small (and now smoldering) structure is an Intel Objective. Grab the red folder on the counter. It contains the phone list for the K Directorate.

OBJECTIVE: FIND THE MERJAKNI FARM

The road on the bridge's other side is blocked off, but two paths lead into the woods to the right. Of the two paths, the left one is unobstructed, while the right has a wrecked car blocking the way. Stick to the left path and slowly climb the hill.

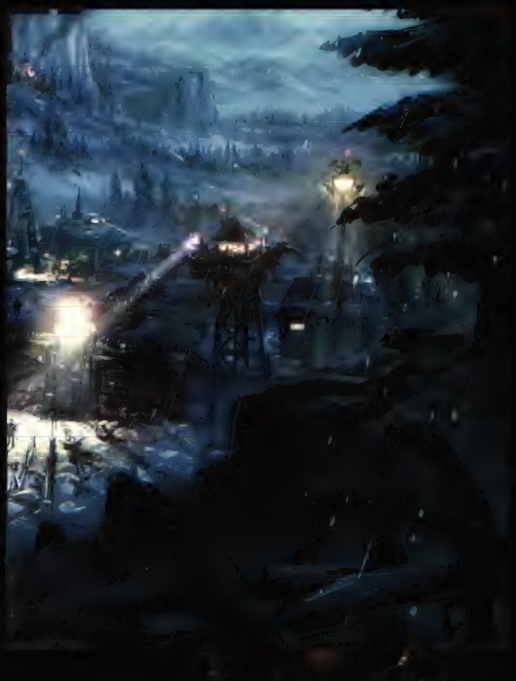
Up top, there is a large fortified bunker. Stay back, and lob a few Grenades inside to even the odds. Many explosive crates are inside; these eliminate the enemies that have taken cover. The bunker gives way to a tunnel. Follow it until you reach the other side.

TIP

A new enemy waits down in the tunnel—a Shock Trooper. These shotgun-wielding, heavily-armored maniacs charge at you, attempting to pump you full of lead. Not only are they fast and able to dodge your return fire, but they are also resilient and often get back up on their feet even after you shoot them at point-blank range. Shoot the faceplate armor off of their heads, then take them out.

TIP

If you're out of ammo, swap the rocket launcher for the shotgun left behind by the Shock Troopers.



MISSION MAP 3

From the burned building, take a right, then the first left where the dirt path intersects. More enemies patrol the area. At the bottom of the hill, use the burning barrel to eliminate the three guards standing next to it.

On the tunnel's other side, follow the sloping hill. At the top is the standing framework of a burned-out building. There are a few pockets of resistance up here. Seek out the enemies and eliminate them before they can do the same to you.

These guards were watching over a valuable Recon Objective. These rolled-up documents contain the sniper movement report on Naszran Town.

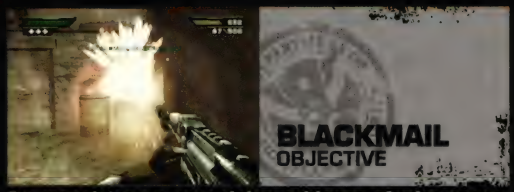
All paths lead to the Merjakni Farm, which is the current objective. Advance, eliminating the enemies you encounter along the way.

OBJECTIVE: SEARCH THE FARM BUILDING

Your new objective is to search the Farm Building, which is the large structure at the back of the property. Before entering inside, take a few minutes to locate the remaining four Destruction Objectives—all of which are outside and in the immediate area. One is the rusted pickup truck. Another is the nearby tractor. The last two are the two huge silos on either end of the farm.

NOTE

If you prefer, you can save these Destruction Objectives for later, as their explosions may help eliminate any attacking enemies.



An attaché case containing evidence of wire transfers to members of the UN Security Council is inside the small structure next to the right silo (it may have been inadvertently destroyed in the resulting explosions from the silo and tractor). Destroy it before moving on.

The final Blackmail Objective item, a laptop containing a list of CIA front companies based in Europe, is inside the farm building. It is on the ground floor in the main room.

OBJECTIVE: ELIMINATE INCOMING PATROLS

Climb the multiple sets of stairs to get to the farm building's top floor to complete the search of the building. At the top, a garbled transmission from McCarver alerts you to the presence of incoming patrols. The situation is about to get hairy.

Grab the Intel Objective item in the corner of this room. It is a red folder containing details of Seventh Wave bank accounts in Zurich.

Collect all the ammo and Grenades you can hold and head for the staircase. Don't pick off the approaching troops from the building windows—they are quick, and a few will attack from behind. Instead, bring the fight to them.

TIP

Avoid the broken floorboards and open windows, as these enemies are sharpshooters. They won't hesitate to shoot you through any opening they can find.

At the bottom floor, pick a good spot with a clear view of the farm (such as the area on either side of the doorway) and shoot. Enemies come from every angle, making it hard to concentrate on taking them out one at a time. Use a mixture of continuous assault rifle spray and Grenades to keep them off target and off their feet.

Continue to repeat this process with the next building, then enter the structure near the front of the property and lob a Grenade up to the top floor. Two more soldiers—one of them is a Shock Trooper—are waiting on the landing.

OBJECTIVE: CLEAR ALL OUTBUILDINGS

After the immediate threat in the square has been quelled, clearing the outlying buildings around the perimeter becomes your next objective. Start with the closest one to the right and take out the first two Soldiers inside.

The second building to the left of the one you just cleared houses one guard. Toss a Grenade through the doorway to get rid of him. He won't have time to find the exit before it explodes.

A final Intel Objective is on a crate up here. The red folder holds planning documents for poisoning the L.A. municipal water supply. This completes all Target Objectives for the level.

A final Grenade tossed through the back door of the fifth building takes out the remaining two guards and clears the area, completing the mission.

MISSION 3 WALKTHROUGH

NASZRAN TOWN

OVERVIEW

08:42 HRS

Your unhealthy interest in the fourth Seventh Wave member—the American named Lennox—has gotten you into this trouble. They know you grilled McCarver about this man and his whereabouts. Now they want to know why. But first, the details about your next ops at Naszran Town must be explained.

MISSION INTELLIGENCE

Enemies Encountered
- Soldiers
- Commandos
- Shock Troopers
- Snipers

Weapons Acquired
- SMG
- Assault Rifle
- Grenades
- SMG Suppressor
- Sniper Rifle
- Grenade Launcher
- Shotgun
- Rocket Launcher

Secondary Objectives
- Blackmail: 5
- Intel: 5
- Recon: 1
- Armament: 1
- Destruction: 12

MISSION MAP 1

B BLACKMAIL OBJECTIVE
D DESTRUCTION OBJECTIVE
I INTEL OBJECTIVE
INSERTION POINT

OBJECTIVE: CROSS NASZRAN TOWN

Follow McCarver's lead and move forward into the graveyard. Its open fields mean that you both are sitting ducks for sniper fire, but at least the tombstones provide a small amount of cover. Move off the main road and duck behind one.

TIP

Don't spend more than a few seconds behind any of the tombstones and grave markers, as the sniper's shots can obliterate them.

Zigzag back and forth from one tombstone to the next to get close to the sniper's position. He is on the top floor of the dilapidated building in the graveyard's center.

Locate the fence, which is about halfway to the sniper's position, and shoot the red barrels sitting next to it to blow the first Destruction Objective.

Nearby is a junked car up on the road. Stay behind cover and shoot it full of bullets until it erupts in a fiery explosion.

A third Destruction Objective is on the other side of the road. Like the first set of barrels, these red ones are against the fence, and detonate into a shower of flaming debris after receiving repeated gunfire.

Continue the slow assault on the sniper's position until you are within shooting range of the building. Be careful. In addition to the sniper fire, there are patrolling guards in the area.

This Destruction Objective provides the extra bonus of eliminating the sniper (and his buddies) with its strong blast. Locate the red barrel along the side of the house and shoot it for devastating results.

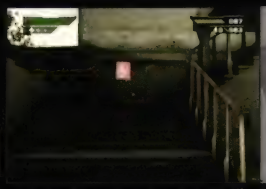
Before entering the building, shoot the final red barrel, which is left of where the last ones were resting moments earlier.

TIP

If you're playing on Normal Difficulty, scour the gravesites for Health Packs. Many are sitting behind the tombstones.

Enter the building. A soldier or two may still be alive inside. When the coast is clear, take the stairs to the top floor.

Descend the small set of stairs leading down to a storage area. Blow up a safe containing details of secret bioweapons development at Weyland-Yutani Corporation.



At the landing on the top floor is a red folder containing flight plans relating to Operation "Reverse Rendition."

NOTE

Situated next to the stack of small boxes is SMG ammo, as well as an SMG suppressor. Grab it, then equip it.

McCarver barks an order to secure the weapon. The weapon she is referring to is the sniper rifle resting against the window. Grab and equip it, then take a moment to scour the area. Pick up the Sniper Rifle ammo littered about the room.

It's time for some sharpshooting. Get positioned so that the view of the graveyard beyond the building is unobstructed. (The blown-out portion of the wall behind and to the left of McCarver is an ideal spot.)

Look through the Sniper Rifle's scope and pick off the enemies as they run the length of the graveyard toward you.

TIP

The sniper rifle's scope has two levels of zoom—X2 and X5. To toggle between them, press up on the D-pad.

The soldiers are quick and use the cover of the tombstones to their advantage. Stay focused, line them up within the scope's crosshairs, and shoot only when you have a clean shot. If you take fire or need to reload, duck behind the wall until it's safe to peek out again.

Snipe until McCarver gives the all clear, then return outside. Spend a moment or two scouring the area for dead bodies in order to pick them clean of ammo and First Aid Kits.

More soldiers are in the graveyard's second section, so be ready for them. Use the tombstones for cover and pick off the terrorists while progressing toward the far end.

Along the way, a shooter up in the bell tower of the broken-down church attempts to take you out. Shoot the bell above him for a clever kill.

Finish off the remaining few enemies and drop inside the small mausoleum at the end of this area.

MISSION MAP 1 2 3 4

- ARMAMENT OBJECTIVE
- BLACKMAIL OBJECTIVE
- DESTRUCTION OBJECTIVE
- INTEL OBJECTIVE

OBJECTIVE: TAKE SNIPER POSITIONS

Continue through the small passage and the next mausoleum to get out into the wide-open section of the graveyard. The terrorists have taken over two of the buildings here and are using them as sniper positions.

Before attempting to capture the sniper positions, take a few moments to locate a few more Destruction Objectives, which are nearby. The sixth one is this barrel next to a fence along the graveyard's right side.

The next one is a few yards up, dangerously close to one of the two structures where the snipers have taken position. Shoot this second barrel, then retreat toward this area's entrance.

TIP

The area is swarming with patrolling guards. Stick with controlled shots and aim for their heads to dispatch them. This way, you won't alert any others nearby.

DESTRUCTION OBJECTIVE

Cross to the graveyard's left side and locate another barrel. It's next to this fence, near the first of the two sniper positions.

You can obtain a few more Secondary Objective items before you complete the current Primary Objective—both are inside this small shack along the graveyard's back left wall.

BLACKMAIL OBJECTIVE

Inside this locked shack is a safe containing a secret videotape marked "Bohemian Grove." Don't waste a Grenade by blowing the door. Instead, aim for the explosive barrel inside. This takes out the safe, the door, and everything else inside.

ARMAMENT OBJECTIVE

Head inside the remains of the shack and locate the M-40 grenade launcher on the windowsill. Bonus!

The structure on the hill is the first of two sniper strongholds. It's heavily fortified and guards surround it, which means taking it isn't going to be easy. Hug its wall and pick off the enemy one or two at a time; don't relent until the threat has been temporarily quelled.

Locate the opening in the wall and use it to pick off the unsuspecting guard inside the building. When the coast is clear, enter to take control.

TIP

Keep an eye on McCarver. While she can take care of herself, watching her movements and actions can inform you of enemy locations.

The second sniper location is the large building across the way from the first building's entrance. As with the first, getting access to it (never mind taking it over) is going to be a tough proposition. Use the environment for cover and slowly move toward the goal. The sniper rifle works well here, allowing you to snipe enemies from a safe distance.

TIP

Don't hoof it across the bridge. While it's the most direct route to the second building, walking across it leaves you open to enemy fire.

Scrub the area surrounding the structure clean, then focus on the interior. A well-lobbed Grenade through one of the windows will take care of any guards inside.

When it's safe to do so, move inside and take control of the building.

OBJECTIVE: REPEL ENEMY REINFORCEMENTS

Enemy reinforcements have arrived. It's up to you and McCarver to repel them by any means necessary. You can grab a sniper rifle from inside the sniper structure, find cover and use it to pick them off one by one. Or you can try out the grenade launcher—it packs serious power, but has limited range.

You can maximize a Destruction Objective to blow up a few enemies with it when you reach the square. Locate the large statue in the center and shoot at one of the red barrels on either side to send it up in flames.

Another Destruction Objective is next to the statue. Locate the nearby junked car and blast it to bits.

Push toward the house at the back to continue. Be wary of the bunker surrounding its perimeter, as well as the shooters on the balcony and inside. Use Grenades and the grenade launcher to clear them out.

Eliminate the remaining enemies inside the house, then locate the red notebook on the arm of a couch in the back of one of the rooms. Inside the notebook is Golitsyn's NOC-List.

Drop through the hole in the floorboards. In the basement, a small safe in the corner contains this area's third Blackmail Objective—a recorded interview with Lucien Sarti. Destroy it before moving on.

The tunnel system runs from the basement to the town. To get past the bricked-up wall, lob or shoot a Grenade at it, then weave your way through the tunnels until you reach their end.

MISSION MAP 3

B BLACKMAIL OBJECTIVE
O INTEL OBJECTIVE
R RECON OBJECTIVE

OBJECTIVE: CROSS SNIPER ALLEY

Don't walk out into the open because multiple shooters are stationed along the catwalks and open areas above. Instead, grab and equip the sniper rifle resting against the left wall and use it to shoot them one at a time.

This area is called Sniper Alley because it is surrounded by high structures on all sides. Unfortunately, this makes anyone below and inside its trenches sitting ducks and susceptible to the sniper fire from above.

Don't run through this area—doing so results in instant death. Take it slowly and deliberately, using the metal corrugated slabs for cover, while shooting each enemy one at a time. The first major threat is an RPG Gunner perched on the upper floor of the building across the way. Use the sniper rifle to snipe him from the safety of cover.

Follow McCarver and continue through the trench, moving along the path as it curves around the area, leads under an overpass, and goes up a small slope. More enemies fire on your position as you continue.

Up top, find a good spot for cover and concentrate on eliminating the encroaching enemies. A second rocket launcher Gunner fires from the second story of a building in the distance.

Use the buildings to the right as your guide and follow the path down toward the next trench. To the right, a small opening betrays an enemy stronghold. Clear and secure the small room.

Before taking the stairs, return outside and continue down the trench beyond the opening to the left.

There is another opening at the end of the trench. Inside this small room, sitting on a shelf, is a red folder containing aerial photographs of downtown Las Vegas.

Return to the stronghold and take the stairs to get to the top floor. Expect heavy resistance along the way.

On the third floor is an attaché case containing a set of documents explaining cell phone "meaconing."

Before he can get a bead on your location, equip the sniper rifle and pick off the rocket launcher Gunner in the distance to the right. Blast the few soldiers occupying the various floors along the large building at the back of the area.

On a back wall of the top floor is a red folder containing a dossier relating to Sectec Astronomy. Grab it, then descend the next set of stairs.

Drop into the basement and continue the fight against the enemies in this area. Inside one of the rooms is a cylinder of documents containing Naszran Foundry surveillance photographs. Grab it to fulfill this level's only Recon Objective.

MISSION MAP 4

After you're outside, the intense firefight continues. Watch out for enemies shooting from all sides—especially from blind corners— and rocket launcher Gunners firing from buildings in the distance. Speaking of rocket launchers, there's one for the taking in an alcove on the right, but you have to fight for it.

Sniper Alley is a dangerous place. Watch out for the first rocket launcher Gunner when you reach the long stretch with the ruined building at its end. This is the perfect time to return his fire with a rocket.

At the end of this stretch, a second rocket launcher Gunner positioned at the top of the building to the right attempts to take you out. Equip your rocket launcher and eliminate him before he can do major damage.

The path intersects at the end of this trench. Straight ahead is a makeshift entrance into the bottom floor of the crumbling building. On the floor inside is an attaché case with files marked "Intelligence Support Activity (1981)." Destroy it.

In addition to the Blackmail Objective, a final Intel Objective is on the wall. This red folder contains infrared photographs of Falken's Maze.

Return outside and continue down the next portion of the trench, which leads through the remnants of a large drainage pipe and out the other side. The enemies come at you from all sides—be aware of your surroundings and pick them off with an assault rifle or SMG as they appear.

Follow the trench as it twists and curves around the area. The path leads to the road that runs through the center of town. Before crossing it, stay down and listen to McCarver for enemy locations. Eliminate a rocket launcher Gunner up in the building diagonally to the left.

Hold your ground at the road until the only people left standing are you and McCarver. It's going to be a nasty fight with multiple rocket launcher Gunners and ground troops assaulting you from every direction. Keep your wits about you.

In the distance, to the left, is a small cement structure. Locate it and blow up the barrels inside to fulfill one of the last two Destruction Objectives for this level.

When you have quelled the threat, cross the road and drop into the next section of trenches. Take the straight path toward the large buildings at the end.

A few explosive barrels positioned at the path's end can be detonated for exciting and useful results—taking out the enemies nearby and fulfilling the final Destruction Objective.

OBJECTIVE: ENTER RESSANOV TUNNEL NETWORK

Be prepared for one last assault toward the building ahead. The enemy is relentless and multiple terrorists fire at your location from every angle.

Shoot your way into the building to exit the level and enter the Ressanov Tunnel Network.

MISSION 4 WALKTHROUGH

NASZRAN FOUNDRY

OVERVIEW

00:00 HRS

It turns out that the American, Lennox, was a US terrorist who went rogue. The division tried to pull the plug on him but he disappeared. Your next mission was to destroy a steel plant being used as a weapons factory. It was deemed too dangerous and too politically volatile for a regular strike. McCarver's crew was tasked. There's no way anyone in their right mind would volunteer for this.

MISSION INTELLIGENCE

Enemies Encountered
- Soldiers
- Commandos
- Shock Troopers
- Rocket Launcher Gunners

Weapons Acquired
- Default Pistol
- Default Rifle
- Assault Rifle
- Grenades
- Shotgun
- Pistol
- Rocket Launcher
- Submachine Gun

Secondary Objectives
- Blackmail: 4
- Intel: 5
- Recon: 1
- Armament: 1
- Destruction: 29

MISSION MAP 1

OBJECTIVE: FIND NASZRAN FOUNDRY

Your first mission objective is to locate the foundry, which, according to Intel, is a few clicks north of your insertion point. Follow the covered catwalk until you can use one of its windows to get a view of the situation below.

NOTE

The standard load out for this mission includes a powerful long-range assault rifle that allows for greater precision at longer range.

Use the barrels in the back of this truck to set off a massive explosion, taking out the nearby enemies.

The resulting explosion alerts the patrolling guards, who turn their attention and weapons on you. Use the barrels around the area to eliminate multiple enemies at a time.

Clear the enemies below, then follow the catwalk to the ground. The area is still crowded with guards on the hill and walkway. Take cover and bring them down.

A final Shock Trooper storms the area and charges at you—aim for his head! Swap your pistol for his powerful shotgun.

Venture up the hill and clear it of remaining enemies, then return down and take the other path to the right. In between the two paths is a bulldozer. Fill it full of lead to make it explode to complete the second Destruction Objective.

TIP

Climbing this section of the hill leaves you vulnerable. Stack the odds in your favor by shooting out the cement cylinders at the top of the hill, causing them to roll down and crush the guards under their enormous weight. Get out of their way when they roll past.

At the top of the hill, walk onto the right conveyor belt and shoot the group of enemies below. In addition to Commandos on the ground, several others are on the balcony of the building across the way and also the platform to the right.

NOTE

The blue fuel tanks at the foot of the mountain to the left explode if you shoot them, but they don't count toward your Destruction Objectives.

Follow the catwalk into the room at the end and locate the plans containing the Tivliz Asylum security camera shot on the desk in the back corner.

Head down the hill's other side and target the huge crane on the right. It takes only a few shots from your assault rifle to make it explode.

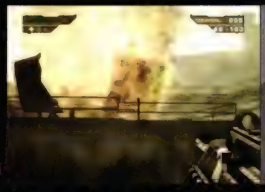
Drop and finish off the few remaining enemies outside, then head down the hill a little ways. Inside the small structure on the right is the first of four Blackmail Objectives. This safe contains a hacked SEAL Magnaphone MX20/20. Blow it up!

MISSION MAP 1 2 3

OBJECTIVE: NAVIGATE THROUGH THE MINEFIELD

The entrance to the Naszran Foundry is at the hill's bottom. Unfortunately, the grounds are teeming with patrolling guards. To make things even more interesting, the whole placed is littered with land mines.

You can start evening the odds by taking out a handful of guards that get caught in the blast radii of the nearby Destruction Objectives. The first of these is this huge gas tank to the right.



A second gas tank is to the left. Send it up in flames before turning your attention to the enemy onslaught.

Stay out of the minefield for the moment and pick off the enemies beyond the fence. They are positioned both on the ground and on the catwalks.

TIP

Before moving onto the minefield, locate as many of the rust-colored discs (land mines) set in the ground as you can and shoot them with precision shots to detonate them. Stepping on one of these means instant death. If multiple discs are within close proximity of one another, setting off one causes a chain reaction.

When it's safe to step onto the minefield, locate the next gas tank along the right side and set it aflame.

Continue the firefight, using every means you have to eliminate the hordes of soldiers and troopers. If you run low on health, seek out any First Aid Kits you can find on the dead bodies littering the minefield.

NOTE

The shed near the entrance to the minefield holds a suppressor for the assault rifle. Use a Grenade or the shotgun (if it's in your inventory) to break down the door, then grab the silencer.

Seek out the fourth and fifth gas tanks on the minefield. The first one is on the left side of the field on the platform, right next to one of the others you shot out earlier. The fifth and final gas tank is along the right side of the minefield at the rear. Don't leave the area without detonating them first.

A second shack stands along the right side of the minefield; it holds an Intel Objective. This red folder sitting on the table inside contains a list of Seventh Wave sleeper cells.

Another Destruction Objective waits to explode in the minefield's second section. Locate the two gas pumps along the field's left edge, stand back, and let 'er rip.

Continue shooting through the enemy onslaught until you reach the field's end. A final group of enemies launches an assault from atop the outlying platforms and passage below. Note the RPG Gunner in the distant sniper tower. Get him in your sights and take him down before he can do serious damage.

The final Destruction Objective for this area is in the form of the truck on the platform above. Shoot the barrels to detonate it. You'll eliminate any nearby enemies at the same time.

MISSION MAP 3

Enter the opening of the foundry's drainage system and progress through its tunnels to get to the other side. Some Grenades are in one of the alcoves along the left side.

When you're in the open, follow the embankment. Pick off the enemies while remaining unseen.

NOTE

McCarver is watching you from a hidden location and provides assistance. If she tells you she's got a shot, let her take it.

Take the ramp leading out of the drainage system and work through another set of guards (make good use of the explosive barrels here). McCarver continues to lend assistance.

NOTE

While they are not a Destruction Objective, shooting the barrels alongside building 8 results in an amazing chain reaction explosion that shatters its glass windows and sends debris into the air.

Blow the forklift in this area before entering building 8. It's left of the entrance.

Head inside building 8, but go slowly and seek out the patrolling enemies. They are along the catwalks and behind large pieces of machinery.

When it's safe, turn your attention to the rust-colored tanks suspended overhead. You must shoot down each of the four tanks individually.

Another Destruction Objective is close to the overhead tanks. Locate the light-blue generator in the building's center and destroy it.

A small shed stands near the back right of the building interior. Inside is a safe containing schematics of Camp Peary, Virginia.

This Armament Objective is easy to miss due to its small size. Inside the shed is a pistol on the edge of the desk. Grab it before moving on to fulfill this level's only Armament Objective.

NOTE

The close-range pistol packs a powerful wallop and kick, sending enemies flying backward. Its downside is that it holds one round in its chamber, giving you only one shot before you have to reload. Use the pistol against enemies at close range, such as the shotgun-wielding Shock Troopers.

Clear the building of enemies while making your way around toward the back side of the building. A pesky submachine gun–wielding soldier on a catwalk can prove deadly if you're not ready for him. Take cover and eliminate him.

Take the stairs along the back wall to the walkway. Before exiting the building through the doorway on the left, grab this blue folder hanging on the wall. It contains details on the T-STAS System.

When you're on the first storage tank's catwalk, scan the area below and to the right to locate this junked car. Destroy it to fulfill a Destruction Objective.

Enemy resistance continues—both on ground and on the catwalk. As you turn the corner, be ready for a heavily armored Shock Trooper.

Another Destruction Objective is on the ground. Locate the forklift down on the right and take it out before moving on.

Take a moment to shoot out the generator behind the glass windows inside building 9. (It is to the right of the second storage tank.)

TIP

Before taking the stairs to the second storage tank, continue along the catwalk up and around the first tank until you reach the end. Here is a stash of pistol ammo.

Move around the second storage tank. Be prepared for pockets of resistance from enemies perched on balconies and on the ground.

Detonate a second generator, behind this next building's set of glass windows.

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Follow the catwalk until you reach the ground. In this tight passage, you are a sitting duck for the rocket launcher Gunner in the distance to the right. Take cover behind one of the cement transformers, then peek out and shoot him when you have an opening.

Continue to fight through this next area, following the path to the grated bridge that runs over the drainage system.

Drop on the other side of the drainage system and locate the small raised platform to the left. Resting on the railing is a rocket launcher that is going to prove useful in moments.

Now that you've crossed around and over the storage tanks, you can blow one of them up. From your vantage point, use the rocket launcher to target either tank and watch the resulting fireworks.

NOTE

Unfortunately, the rocket launcher has only one round of ammo in it and no other weapon available to you is strong enough to raze a storage tank to the ground. Fortunately, more rocket launcher ammo is nearby. It is on one of the cement blocks near the stairs leading to the next area.

When you have more rocket launcher ammo, return to the platform and annihilate the second storage tank. Swap to the pistol before moving on.

Grab this Intel Objective: an attaché case with a DVD inside marked "Trans Alaska Pipeline System." It is on the slat with the two barrels next to the stairs.

Take the stairs and enter the doorway at the top to move into the next section of the foundry. A few guards patrol this passage (including a charging Shock Trooper), but you can handle them with precision shooting.

OBJECTIVE: DISABLE WEAPON MANUFACTURING CAPACITY

OBJECTIVE: DESTROY WEAPON MACHINERY EQUIPMENT

A new onslaught of enemies greets you when you reach the foundry interior. Take your time and pick them off—don't go in with guns blazing, or they will outgun and overpower you.

After you clear the first room, turn your attention to the large room on the left. Acting methodically is the only way to survive inside; enemies appear from every corner and from behind every crate.

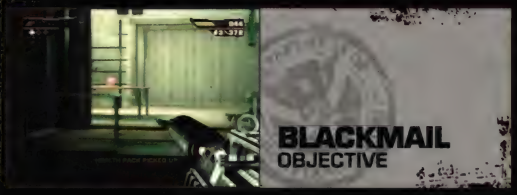
You have two objectives to carry out, although they are interdependent—for each to succeed, you must accomplish the other. The current objective is to destroy the foundry's weapon manufacturing equipment. Take this ramp down, then up to get to the room's other side.

At the ramp's top is the first of four pieces of machinery you must destroy. It is also one of the

Destruction Objectives. Destroying it kills two birds with one stone (the stone, in this case, is a powerful assault rifle).

On the wall at the base of the stairs is a red folder containing blueprints marked "Phased Plasma Rifles (40W Range)."

In the room at the top of the stairs are three more machines that must be destroyed. They are heavily guarded. Eliminate every enemy you can find first, then turn your attention (and weapons) on the machinery.



Don't leave this area without first shooting this laptop on the desk inside the small room across the gap. It contains flight plans stamped "Aero Contactors Limited."

Detonate the second, third, and fourth pieces of machinery in this area. The first of the three is at the top of the stairs, and the other two are on a platform above and to the right.

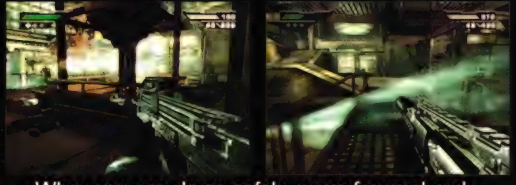
A loud explosion back in the first room signals that more enemies have breached the foundry and are entering through the main chamber. Retrace your steps to the first room, then enter the now-open doorway into the large chamber on the right. Expect resistance along the way.

NOTE

A few of the enemies are carrying a new weapon—a submachine gun. This beauty fires at an alarmingly fast rate and can cut through flesh and bone as if they were butter. When you come across one, swap it for your secondary weapon and try it on for size.

OBJECTIVE: DESTROY METAL SMELTER CONTROL PANELS

To cripple the foundry, you must locate its three smelter control panels, which are attached to the huge molten metal–dispensing smelters suspended from the ceiling. To start accomplishing this goal, find cover and clear the area of enemies.



When you can do so safely, move forward and take the ramp to the walkway. More enemies attack here, including Shock Troopers. Take them all out, then follow the grated walkway to the chamber's opposite side.

NOTE

Although the large back room behind the smelting chamber contains two HUMVEE ATVs, there are no significant collectibles or objectives here.

Inside the small room at the end of the chamber is a laptop marked "Project Suter." Destroy it to complete the final Blackmail Objective, then return to your main goal.

Locate the ramp at the walkway's end and take it to the catwalk. In addition to more enemies, the control panels you are looking for are here.

Hanging on the wall at the ramp's top is a final Intel Objective. This red folder contains files marked "Seventh Wave/Treadstone (2004)."

Locate the first of three red control panels above the spot where you grabbed the final Intel Objective, and blast it until the whole unit explodes in a massive ball of flame and debris. That's one down, two to go.

Follow the catwalk around to the left to arrive at the second smelter control panel. Stay back, shoot it from a distance, and watch the resulting dramatic explosion.

The third and final smelter control panel is down the catwalk, straight ahead, then up a set of stairs to the left. Because you have eliminated the enemies, you can destroy it undisturbed. This completes your two objectives and gives you a new one to achieve.

OBJECTIVE: RV WITH SOLOMON AT THE FOUNDRY ENTRANCE

The final goal is to rendezvous with Solomon at the foundry's entrance, which requires backtracking. Retrace your steps to the bottom floor, then return to the chamber entrance. Expect resistance almost every step of the way. Exiting the doorway ends the level.

MISSION 5 WALKTHROUGH

TIVLIZ ASYLUM

OVERVIEW

18:27 HRS

After the mission ops at the Naszran Foundry, your team was upgraded back to Alpha status. Your next mission was to locate and bring in Valencio, who had escaped from Charlie team. He was said to be hiding in an old asylum.

MISSION INTELLIGENCE

Enemies Encountered
- Soldiers
- Commandos
- Shock Troopers
- Rocket Launcher Gunners
- Shield Troopers

Weapons Acquired
- Default Pistol
- Default Rifle
- Submachine Gun
- Grenades
- Shotgun
- Rocket Launcher
- Assault Rifle

Secondary Objectives
- Blackmail: 5
- Intel: 5
- Recon: 1
- Armament: 1
- Destruction: 14

MISSION MAP 1

OBJECTIVE: GAIN ACCESS TO ASYLUM INTERIOR

The first objective is to gain access to Tivliz Asylum. It is not far from the insertion point, but getting to it is going to be difficult. Follow McCarver and Solomon out of the building and into the yard.

NOTE

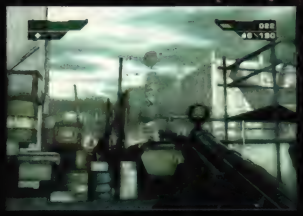
Your load out for this mission includes a powerful assault rifle. This weapon is a solid medium-range rifle that is capable of precision shots when set to single-fire, but is sloppy in automatic mode.

The yard is littered with junk—rusted machinery, stacked crates and barrels, and plenty of wrecked trucks and military vehicles. The four trucks in a line in front of the yard entrance can be exploded to complete a Destruction Objective.

Unfortunately, the element of surprise disappears when you or your teammates fire. Find cover and engage the enemy.

TIP

Solomon and McCarver are useful. Watch their fire for clues as to which direction the enemy fire is coming from. They can also provide backup fire and get you out of deadly situations, so don't stray too far from their positions.



An rocket launcher Gunner is on the distant catwalk. Flank him by moving to the left, then pick him off before he can get you in his sights.

A fifth truck is along the yard's left wall. Blowing it up will earn you another Destruction Objective.

Continue to shoot your way toward the back of the yard, slowly advancing with each kill. A sixth truck is parked in the middle of the yard. Blow it sky high before you move on.

Follow the yard's left wall to reach the back. Pockets of resistance are everywhere—both above and on the ground. Find cover, pick off the enemy one man at a time, and throw a few Grenades to clear multiple targets when possible.

As you go toward the back of the yard, target the grill of this truck to complete a Destruction Objective. It's along the right side of the path that follows the left wall.

BLACK

DESTRUCTION OBJECTIVE

Before reaching the back wall, take the path to the right and find the large square tank on your left, which is another Destruction Objective Target. Detonating this tank sends the machine gun-wielding Commando in front of it flying across the landscape.

TIP

Many nooks and crannies exist in and between all the junk strewn about the yard. After you clear a section of enemies, spend a moment scouring the area and picking it clean of any First Aid Kits, Grenades, ammo, and, if you're playing on Normal Difficulty, Health Packs.

Take cover inside the open hall along the back side of the perimeter buildings. Do not to move too far forward after you're inside, as a rocket launcher Gunner is on a catwalk in the distance to the right. Use the junk along the right side of the path for cover, then peek out and eliminate him before he can do any permanent damage with his rockets.

BLACKMAIL OBJECTIVE

Inside a small room along the back wall is a safe. Destroying it will also destroy the contents inside—documents stamped "Pentagon 'Polo Step.'"

The nonstop firefight continues as the path forces you to the right. Fire comes from all sides and the only way to survive is to stay calm and use everything you've got.

Don't be conservative with your Grenades—there are plenty of caches lying around the battlefield back outside. Continue to use the environment and your surroundings for cover and slowly advance when possible.

This rocket launcher Gunner, on a balcony of the asylum building, can cause some serious trouble if he's not shut down. Find a good spot for cover that affords you a view of his position and eliminate the target.

NOTE

A rocket launcher is in the section of the yard close to the level entrance. Swap it for your pistol before continuing on—it will come in handy in a few moments.

INTEL OBJECTIVE

Locate the small room to the rocket launcher's right. Inside is a red folder hanging on the wall. It contains fake ID cards from Chelyabinsk Obast Nuclear Facility. Take it to fulfill the first of five Intel Objectives.

OBJECTIVE: DESTROY FORTIFIED ENTRY POST

As you draw near to your objective—the entrance to Tivliz Asylum—the enemy assault strengthens. To cut off their forces, you must take out the fortified bunker at the front door. However, this is no easy task. In

addition to facing an unending flow of Commandos, who pour out of the asylum windows, you must also reckon with rocket launcher Gunners in the windows above, as well as machine gunning Commandos inside the bunker. Find a location that affords you a good view while providing some degree of cover, then unleash your rockets at the bunker.

TIP

If you run out of ammo for your rocket launcher and the bunker is still standing, switch to Grenades. A few well-aimed lobs toward the front door will finish the job.

Destroying the bunker also comes with the extra bonus of fulfilling one of your Destruction Objectives.

Before entering the asylum, destroy the truck to the left of the entrance. This is the last of the Destruction Objectives for this area.

OBJECTIVE: FIND ENTRY TO THE LOWER LEVELS

When you're inside the doorway, drop through the hole in the floor to gain entrance inside the asylum. Follow the claustrophobic halls to the stairwell, then take the stairs up to the next level.

TIP

Before you enter the asylum's central hall, grab and equip the suppressor. It is amid the rubble in this hall.

Use the suppressor to pick off the first few enemies inside the hall without alerting any others.

The element of surprise only lasts so long. Soon enough the enemy is alerted to your presence and the retaliation begins. Take cover and return fire. Your teammates followed orders and held their positions at the entrance, so you are on your own.

Enemy Commandos attack from all sides, including the walkways lining the perimeter of the hall above. To eliminate them, fire precision shots at their heads, as they are wearing armored flak jackets.

Smack-dab in the hall's center is a forklift. Shoot it until it explodes to fulfill another Destruction Objective.

Take the stairs along the hall's left side up to the next floor. The doorway to the left leads to a long hall with rooms on either side. It also leads to a shotgun-wielding Shock Trooper, so be prepared.

TIP

If you still have the rocket launcher in your possession, ditch it for the shotgun. Grab it from your fallen foe before moving down the hall.

Debris and rubble block the passage, but your weapons can shred the shoddy drywall that divides the rooms along the right-hand side. Blast a hole through it to get to the other side.

The enemies inside the hall are ruthless—especially the Shock Troopers. Toss your Grenades into the hall, then duck into a room to avoid taking damage.

A safe sits in the corner of the final room on the hallway's right side. Shoot it to destroy the contents inside—documents marked "Big Safari/Langley."

Inside the second room along the hall's left side is an assault rifle leaning against the wall. To get to it, you have to shoot your way through the dividing wall, as the doorway is barred shut. Grabbing this weapon fulfills the level's only Armament Objective.

NOTE

The long-range assault rifle cuts through enemies with ease. There isn't much assault rifle ammo in the asylum, so use this weapon conservatively.

Be careful when you re-enter the main hall. Enemy Commandos have set up positions along the catwalk in the middle of the room, and they have you in their sights the minute you step out into the open. Use the corner of the wall for cover and pick them off.

Also be prepared for a Shock Trooper that attempts to get the drop on you from the doorway of the hall to the left.

At this back hall's end is a desk with a red folder on it. Grab the folder along with its contents—a security pass for Hays House—on your way into the main hall.

One of the enemies you shot on the catwalk was carrying a sweet assault rifle. To get it, you have to drop to the main floor. It's worth the extra trip, as this weapon is one of the biggest and baddest in the game. Drop and search the bodies of the fallen Commandos until you find it.

Retrace your steps to the second floor and enter the doorway to the left. Ascend the stairs at the end of the room to the showers, but don't enter. If you do, you will be a sitting duck.

Instead, peek out from the doorway to the left and right. Fire on and eliminate the Commandos positioned in the arches on the level above.

The showers are infested with enemies, many of whom are hiding behind the stall walls. Take cover and use a combination of Grenades and controlled fire to sweep the area clean.

When it's safe to do so, enter the doorway at the back of the showers on the right side. A set of stairs leads to the area overlooking the right side. On top of a knocked-over locker is a red folder containing aerial photographs of Rachel, Nevada.

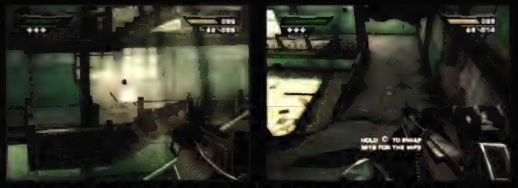
Be prepared for a second wave of enemies to enter the shower while you are in the hall above them. Use the elevated position to your advantage and toss a Grenade or two through the arches to clear the area below.

An attaché case is near the back wall of the hall on the opposite side of the showers. Destroy it, along with its contents (transport logs showing movement of Iraqi WMD), before moving out.

Exit the showers through the doorway on the back wall, then move into the next hall. This hall has a series of rooms along either side, and it's crawling with enemy troops. New to the mix are Shield Troopers. These enemies use bulletproof shields to protect them from your gunfire. Take out the first set of enemies by targeting the explosive crate down the hall on the right side.

Inside the second small room on the hall's right side is a laptop on a desk. Shoot it up to destroy its contents—the employee list of the American Literary Historical Society.

Continue to fight your way down the hall. Inside the far room on the left is a red folder containing dossiers marked "Operation 'Dinner-Out.'" Grab the folder before leaving this area.



Back out in the main hall, take a right and follow the walkway to its end. More enemies shoot at you from various locations, including the floor below and the other side of the level on which you are.

Follow the walkway around to the opposite side of the hall and use the makeshift ramp to drop to the walkway below. The open doorway down on this level leads to a stairwell and the next area of the asylum, which is where you want to go.

Take the stairs and enter the room on the right when you reach the bottom. Inside is a roll of documents that contains a map of Vratska Dockyard. Grab them to fulfill this level's Recon Objective.

Don't let the quiet of this next hall fool you—it's crawling with enemy guards. Crouch, find a good spot for cover, and scan the area for your first target. A Commando on patrol on the walkway above and to your left is your first victim.

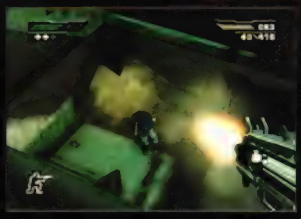
After the first enemy is down, others come at you in droves. If you have any Grenades left, use them. If you don't, hunker down and take out the Commandos and Shock Troopers while keeping an eye on your health.

When the bloodbath is over, locate the final Blackmail Objective. This laptop, which contains documents marked "Flight 800 Cover-Up," is on a shelf inside the small room on the hall's right side.

The level's final Intel Objective is also in this hall. You can find the red folder, which contains surveillance photographs of Oyster Creek Nuclear Power Station, inside the small room upstairs. It's on the hall's left-hand side.

OBJECTIVE: ELIMINATE VALENCIO'S BODYGUARDS

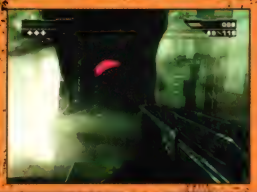
Exit the hall through the doorway at the back wall and continue down the next stairwell. A lone patrolling guard at the bottom makes for perfect target practice.



When you reach the bottom of the stairs, you are given a new target objective: Eliminate Valencio's Bodyguards. To better prepare yourself for this difficult task, head into the room opposite the stairwell and stock up on ammunition.

When you are ready, enter the hall's bottom floor and take cover behind one of the nearby columns.

NOTE



When the action starts, don't stay behind cover in one place for more than a few seconds. These columns don't provide much in the way of protection. The enemy's fire can chip them to pieces within mere moments.

The moment you take out the first Commando, more enemies appear on the scene. Your first real challenge is eliminating the two Shield Troopers in the hall's center.

The most effective way of killing the Shield Troopers is to get behind them before they can react, and shoot at their exposed backsides. The shotgun works especially well here.

Chaos breaks out and the enemy terrorists attack from every angle. Keep cool, take cover, locate your targets, and shoot at them until they go down for good.

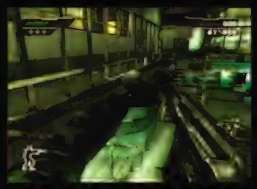
TIP

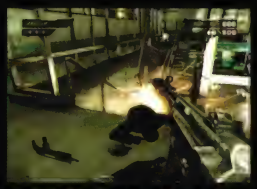
There's no shame in retreating. If the firefight gets too intense, make a beeline for either staircase and find the small rooms along the second level walls. In addition to giving you a place to catch your breath and reload your weapons, these rooms are the perfect place to make a stand. As long as you keep your back against the wall, no one can sneak up on you from behind.

OBJECTIVE: DESTROY MACHINE GUN NEST

Eliminate all comers until every one of Valencio's bodyguards has been eliminated. Even when the last bodyguard goes down, the onslaught of enemies continues. To stem the tide and complete the level, you must destroy the machine gun nest, which is at the doorway along the back wall on the hall's bottom floor.

Leave the sanctuary of the small room and make your way across the walkway to the hall's opposite side. Commandos continue to pour out of the windows above. As you gun them down, they drop valuable items, including Grenades, First Aid Kits, and ammo—grab what you can.





From the top of the stairs, position yourself on the second level walkway so you can see the machine gun nest below, and toss Grenades. Two or three direct hits are all it takes to destroy the bunker and the enemies inside.

OBJECTIVE: APPREHEND OR ELIMINATE OPERATION SUSPECT

This last objective is deceptive: To complete the level and move on to the next, you simply need to head for the exit. Run for the doorway where the machine gun nest was and exit the level.

MISSION 6 WALKTHROUGH

VRATSKA DOCKYARD

OVERVIEW

03:01 HRS

You found your mark, Valencio, at the foundry, but you went against protocol and tortured him for information on Lennox. His info led you to your next mission, the dockyard.

MISSION INTELLIGENCE

Enemies Encountered
- Soldiers
- Commandos
- Rocket Launcher Gunners
- Shield Troopers
- Snipers

Weapons Acquired
- Default Submachine Gun
- Default Shotgun
- Grenades
- Sniper Rifle
- Assault Rifle
- Assault Rifle Suppressor

Secondary Objectives
- Blackmail: 3
- Intel: 5
- Recon: 1
- Armament: 1
- Destruction: 32

MISSION MAP 1

A ARMAMENT OBJECTIVE
D DESTRUCTION OBJECTIVE
I INTEL OBJECTIVE
I INSERTION POINT

OBJECTIVE: RV WITH SECOND BLACK OPS TEAM

Alpha, the second Black Ops team, has inserted into the dockyard at a different location. It's your job, along with your two teammates, McCarver and Solomon, to clear the area and rendezvous with them. Move out and follow the street along the water's edge.

NOTE

Your load out for this mission includes the robust submachine gun, as well as a pump shotgun. The submachine gun is great for close-range combat, sporting a blistering rate of fire and fast reload times, while the shotgun is capable of incapacitating armored enemies with a single shot.

The wooden scaffolding running along the buildings on the left side of the street provides a good position for picking off the first few patrolling Soldiers, who are located on the street and on top of the buildings.

TIP

A cache of Grenades is along the walkway at the water's edge. Grab them before moving on.

Take a left when you reach the docks and continue down this path. Make use of the small alcoves in between the buildings along the left side, peeking out from cover and eliminating any enemies you encounter along the way. In addition to one or two on the ground, a few Soldiers are on the walkway near the building at the path's end.

TIP

Every once in a while, when you shoot an enemy from a walkway or balcony, he will grab hold of the railing to stop himself from falling over. Finish him off and cause him to fall to his death by shooting him while he's vulnerable.

Continue into the dockyard and toward the building at the back. Equip the shotgun and take out a few enemies when you get within close range. When the threat is low, take the stairs up to the control tower and use the shotgun to blast open the door to get inside. Useful items are up here, including more Grenades down the hall to the left (shoot out the door to get to them).

Before you head outside, peek out from the opening on the control tower's right side and pick off any enemies in your sights. A Soldier is in the building across the way, another is on top of the shipping containers to the right, and one more is on the ground.

Follow the path around the docks. Use the various crates and concrete cylinders for cover while eliminating the Soldiers blocking your progress. The open shipping container near the water's edge contains a sniper rifle. Temporarily swap it with one of your other weapons, then locate the Sniper perched on the distant crane.

DESTRUCTION OBJECTIVE

The crane is this level's first Destruction Objective. If you want to kill two birds with one stone, shoot the gas tanks next to the Sniper to blow the whole thing and the enemy sky high.

INTEL OBJECTIVE

This Intel Objective is tucked between two shipping containers at the water's edge. From the container where you grabbed the sniper rifle, maneuver around the right side of the set of containers ahead. A few wooden pallets and crates block the path, but you can be shot to bits with your submachine gun. Beyond them to the left is the red folder you are looking for. It contains reconnaissance data for MIG-31 Airbase at Bilyarsk.

Engage the enemy along the dockside. Multiple Soldiers attack from various locations in this area, including the docked ship to the right, as well as the top of the shipping containers along the dock's edge.

DESTRUCTION OBJECTIVE

Locate the ship's cabin and aim for the red gas tanks on its second level. A few well-aimed bursts set them off, which, in turn, causes the entire cabin to explode.

ARMAMENT OBJECTIVE

Wind your way through the maze of shipping containers in this area and enter the white one near the back. Inside are an assault rifle, ammo, and a suppressor. Grab them all to fulfill this level's only Armament Objective.

Move through the back of the dockyard, taking out the Soldiers you encounter along the way. Be wary of the ship docked in the water. Even though you blew up the cabin and everything inside, a rocket launcher Gunner has reclaimed it and is using the high vantage point to fire at you and your teammates.

NOTE

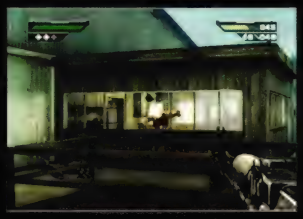
While no Target Objectives are here, enter the area underneath the dry-docked ship and take out the Commandos patrolling its perimeter.

As with the building on the opposite side, enter the control tower and pillage its contents for ammo and Grenades. Down the hall to the right (shoot the door to get to it) is a sniper rifle. Temporarily swap it with another weapon and pick off the enemies in the distance, including the Soldier in the guard tower.

As long as you have the sniper rifle trained on the guard tower, locate the gas tanks at its base and shoot them to detonate the whole structure. This fulfills another Destruction Objective.

Return outside and advance down the path toward the next section of the docks. Use the crates and environmental objects for cover while eliminating the enemies you meet along the way.

When you reach the path's end, ascend the stairs on the left and proceed into the building to eliminate the Soldiers inside.



Inside this small room is a red folder hanging on the wall. It contains a design document marked "Dust Storm." Take it before you move on.

Descend the stairs into the next area and stealthily kill the two Soldiers inside the next room by firing through the windows.

Use your shotgun (or a Grenade) to blow the door of this room to get inside. In addition to a valuable assault rifle, on the back shelf is an attaché case containing CCTV footage of a robbery at the Bank of Hanoi.

DESTRUCTION OBJECTIVE

Blast through the wooden pallets obstructing your path and go outside. Locate the forklift a few yards away and destroy it to achieve another Destruction Objective.

DESTRUCTION OBJECTIVE

You can use this next Destruction Objective to your advantage. Stay back and fire at these gas tanks set against the buildings in the distance until they detonate, taking at least one or two enemies with them when they blow.

Cross either bridge when it's safe to do so and advance into the next section of the docks. Clear the area of any ammo, First Aid Kits, and Grenades left behind by fallen enemies.

NOTE

An SMG suppressor is in the doorway at the top of the stairs along the left-hand set of buildings.

DESTRUCTION OBJECTIVE

Shoot a second forklift along the path until it explodes, granting you another accomplished Destruction Objective.

INTEL OBJECTIVE

Ascend the stairs and enter the structure against the back of the street. Inside is a red folder containing blueprints and schematics marked "Knight Industries." This is your fourth Intel Objective.

DESTRUCTION OBJECTIVE

Return outside and to the street, then locate and destroy this third forklift. Doing so fulfills another Destruction Objective.

DESTRUCTION OBJECTIVE

Eliminate nearby enemies, then locate the set of gas tanks against the back wall left of the shipping container. Destroying them gives you a Destruction Objective.

BLACKMAIL OBJECTIVE

The resulting explosion from the gas tanks also destroys a safe that contains Los Angeles maps stamped "Project Thor" inside the building to the left. Thanks to the explosion, you've inadvertently fulfilled your first Blackmail Objective.

Take the small set of stairs to get to the next section of the docks. Be prepared for the Commando inside the gate shack to the left, as his submachine gun can do serious damage before you have time to react.

When the immediate threat is over, locate this set of gas tanks at the water's edge and detonate them for a ninth Destruction Objective.

Another Destruction Objective is waiting to be blown up along the wall of the building to the left. Find this forklift, then shoot it until it explodes.

Locate and destroy this Blackmail Objective, which is a safe containing a list of home addresses of former Presidents.

OBJECTIVE: ELIMINATE AMBUSHING ENEMIES

All hell breaks loose as enemies pour into the courtyard from every angle. Follow your Black Ops team members and take cover behind the cement walls on the small platform. From this vantage point, you are protected from enemy fire when crouched, and also have an unhindered view of the battlefield.

The courtyard is filled with Destruction Objective Targets, which also provide the extra value of killing the enemies who are unfortunate enough to be nearby when they explode. The complete list includes the two center cars, the two cars to the left, the roof of the building to the left, the gas tanks below it, the two large tanks to the right of the roof, and the two huge gas mains running along the building at the courtyard's rear.

Eliminate enemies as they appear until the last one falls and the battlefield goes silent. When it's safe, pick the area clean of items and ammo, then head down to the two small boats at the water's edge. Find the rolled-up documents on one of the boats' decks. These documents contain satellite shots of Graznei Bridge. Grab them to fulfill this level's Recon Objective.

Exit the area by taking the stairs and heading through the open doorway at the back building. Inside, radio chatter relays that Alpha team-members are getting their lunch handed to them—it doesn't sound good.

There is also a final Intel Objective here. It is on the wall at the base of the stairs. This red folder contains the true identity of Master Rodis.

Inside this warehouse is a large piece of heavy machinery. Target the gas tank near its cabin and blow it to smithereens for another completed Destruction Objective.

MISSION MAP 3

OBJECTIVE: ASSIST SECOND BLACK OPS TEAM

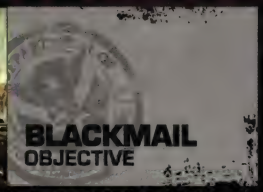
At the top of the stairs, stealthily take out the Sniper with his back to you, then grab his sniper rifle and pick off the enemies in the dockyard. First, target the Soldier in the guard tower across the way, then focus your gunshots on the enemies inside the covered bridge to the right.

The guard tower is also a Destruction Objective. Target the gas tanks at its base to send the whole thing up in flames.

TIP

Shoot the cables holding the shipping container suspended from the bridge to send it crashing on enemies below it for a quick kill.

When you're ready, leave the room and take the stairs leading outside. Locate and eliminate as many enemies you can find—they are all over the place. Watch for a rocket launcher Gunner stationed on the distant crane. When he appears, take cover, then pick him off when you can safely do so.

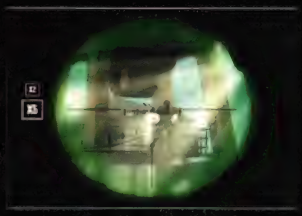


During a moment of respite, ascend the stairs along the dockyard's left side and enter the structure at the top. Inside, a safe is in the corner; it contains details of European CIA Camp "Bondsteel." Destroying the safe fulfills the third and final Blackmail Objective.

When you are inside this room, grab the sniper rifle by the window and use it to execute more enemies in the dockyard. Pay special attention to the crane off in the distance to the right because a Sniper is along its railings.

This crane, along with the other two (in front and behind it), is also a Destruction Objective. Target the tanks underneath all three cranes and detonate each one.

The elevated walkway along the dockyard's left side provides a great vantage point for shooting the enemy. Be on the lookout for Snipers and rocket launcher Gunners who are positioned on the cranes and balconies.



DESTRUCTION OBJECTIVE

On the ground, locate the propane tank near the elevated walkway and shoot it until it explodes to obtain another Destruction Objective.

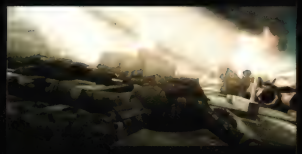
DESTRUCTION OBJECTIVE

Three more propane tanks are along the left side of the docks in this final area. After you deal with the Sniper and his comrades, turn your attention to blowing these objects sky high.

The fight intensifies as you approach the fence near the dockyard's end. Use the environment for cover and methodically pick off the Soldiers. Do not be conservative with Grenades either, as plenty more are lying around to replenish your stores.

When you get past the fence, find a safe spot to crouch, take cover, and pick off the rocket launcher Gunners on the balcony of the building at the end of the docks. If you're not careful, they can end your life in seconds.

Enter the doorway at the back and head through the warehouse to reach Black Ops Alpha. Unfortunately, you're too late—the terrorists have massacred them. No one was left alive.



MISSION 7 WALKTHROUGH

GRAZNEI BRIDGE

OVERVIEW

18:37 HRS

A lot of good people had been lost. And even though your team was ordered back after the last mission, McCarver convinced you otherwise. It was agreed that you, McCarver, and Solomon would go after Lennox—he needed to be stopped.

MISSION INTELLIGENCE

Enemies Encountered
- Soldiers
- Commandos
- Heavy Gunners
- Rocket Launcher Gunners
- Elite Troopers

Weapons Acquired
- Default Assault Rifle
- Default Grenade Launcher
- Grenades
- Assault Rifle
- Shotgun
- Rocket Launcher
- Assault Rifle Suppressor
- Sniper Rifle

Secondary Objectives
- Blackmail: 2
- Intel: 4
- Recon: 1
- Armament: 1
- Destruction: 8

MISSION MAP 1

OBJECTIVE: CROSS GRAZNEI BRIDGE

Your objective is deceptively simple—cross Graznei Bridge. Unfortunately, the terrorists know you're coming and have set up positions over, and under, the length of the bridge.

NOTE

You start this mission with a unique load out. Your arsenal includes an assault rifle and a grenade launcher. The awesome assault rifle offers a large magazine (95 bullets) and medium- to long-range precision. The grenade launcher is a powerful weapon, but its range and accuracy are tricky: To fire far distances, you must aim upward, which leaves you vulnerable to enemy attack.

DESTRUCTION OBJECTIVE

Use the element of surprise to your advantage and fulfill a Destruction Objective by detonating this car next to two unsuspecting guards. Shoot it through the crater-size hole from the catwalk below.

Take either set of stairs up to the bridge, then pick a safe spot to crouch, take cover, and snipe the enemies stationed in and around the busses a few yards away. In addition to Soldiers and Commandos, highly trained (and highly accurate) Heavy Gunners patrol this area.

TIP

Heavy Gunners are the Seventh Wave's elite soldiers. Heavily armored and carrying submachine guns or shotguns, they are quick to take cover, can easily dodge fire, and are deadly marksmen. Do whatever it takes to eliminate them or risk taking lethal damage.

DESTRUCTION OBJECTIVE

Two Destruction Objectives are close by. Locate the junked cars next to each of the busses on the bridge's left and right sides. Use their explosive nature to further your goals by catching any nearby enemies in the explosions.

NOTE

Stairs lead to the scaffolding underneath the bridge near the insertion point. In addition to a few enemies, useful items are down here, including a cache of Grenades.

Slowly make your way down the bridge, using the burned-out cars and busses for cover. When you reach the busses, enter each one to grab the ammo and weapons your victims have left behind.

In addition to going underneath the bridge, you can climb up its side railings to the arches at the top. Besides the Grenades, ammunition, and Health Packs (the latter only when playing on Easy and Normal Difficulty) you can collect, climbing up to the high elevation offers the perfect vantage point for bringing down enemies.

DESTRUCTION OBJECTIVE

The high vantage point also allows you to pinpoint another two Destruction Objectives. Visually

sweep the area below for these two cars, which are near the makeshift walls separating this first portion of the bridge from the next, and blow them to pieces.

Return to the ground and inch forward while eliminating all comers. Have a full clip and be ready for more Heavy Gunners to appear when you reach the opening in the dividing walls.

TIP

Before moving any farther down the bridge, locate the assault rifle near the dividing walls and swap it for one of your other weapons. This rifle is a good solid weapon to have at your side.

The bus beyond the dividing walls is full of enemies—every one of them has his weapon trained on your position. To take them out with the least damage to your health, peek out and toss a Grenade, then duck back under cover.

Also, a rocket launcher Gunner is perched on the railing above and to the left. Stay behind the cover of the wall, then peek out to pinpoint his location. If he shoots a rocket, run back to avoid its blast. When you know where he is, train your weapon on him and keep blasting until he takes a dive.

Continue the fight along this next section of the bridge. Don't rush through it, though—attempting to do so is certain death. Instead, take your time, locate each enemy while using the environment for cover, and take them down.

Climb the railings to get to the top. Be ready for fierce opposition up here, including a few Shock Troopers. The risk is worth the reward—a rocket launcher and rockets.

You can also use the high elevation to locate this Destruction Objective. It's the car in front of the two side-by-side busses near the end of this portion of the bridge.

Return to the ground and finish clearing the final section of the bridge. Use your Grenades on enemies entrenched behind cars and inside the busses.

Before exiting this section of the bridge, enter the final bus on the right side. Inside is your first Intel Objective—a red folder containing plans to poison the Woking Beer Festival.

MISSION MAP 2

When you are ready, head down one of the sets of stairs on either side of the bridge, join your fellow Black Ops teammates, and exit through the doorway.

Inside the stone pillars, take cover behind the small wall on the other side of the short hall. Pick off the Shock Trooper with a head shot.

TIP

Take the assault rifle suppressor atop the small wall before you move on.

TIP

If you get too close to a Shock Trooper, shoot him until he falls, then rush up and hit him with a melee attack to kill him.

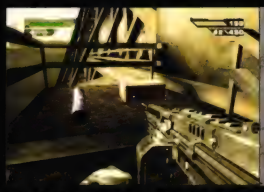
An Intel Objective is inside this hall. Grab the red folder containing reconnaissance photographs of Prairie Chapel Ranch, Texas. It is hanging on the wall to the right off the doorway.

BLACKMAIL OBJECTIVE

Around the corner, against the right-hand wall, is an attaché case containing proof of Bin Laden's death in 2001. Destroy it before exiting the area.

Back outside, navigate through the series of walkways underneath the next section of the bridge. Enemy Commandos and Heavy Gunners patrol its length, both above and below. Take your time and pick them off as methodically and concisely as possible.

When you reach the bridge, clear the immediate area around the busses (inside and out), then go to work on the distant enemies.



RECON OBJECTIVE

Find the stairwells leading down to the scaffolding underneath the bridge (they are on either side, next to the busses). Follow the walkway along the left-hand side and climb the stairs at the end to find a roll of documents containing pictures of Spetriniv Gulag, which also is this level's Recon Objective.

Return to the bridge top and move down its length. A rocket launcher Gunner is on top of the railing to the left—be ready for his rocket attacks and take him out with extreme prejudice.

DESTRUCTION OBJECTIVE

A Destruction Objective in the form of a rusted out car is in between the pair of busses in the middle of the bridge. Detonate it to fulfill the objective, as well as take out any enemies patrolling nearby.

BLACKMAIL OBJECTIVE

From the two busses, turn around and climb up the railing to get to the top of the bridge. In the center is an attaché case. The contents contain evidence of CIA involvement in French riots.

ARMAMENT OBJECTIVE

This level's only Armament Objective is along this section of the railing. Move toward the front section (facing the end of the bridge) and collect the sniper rifle and ammo sitting on the edge.

Return to the bridge, then climb back up on the next railing. Up here, pick off all of the enemies within range.

Also be careful when the Troopers appear. These shield-carrying terrorists wield submachine guns, and a close-range encounter with one of them can bleed most of your health in mere moments. Target them from a distance using high-impact weaponry, such as the grenade launcher or Grenades.

NOTE

The final section of the bridge is laced covered with land mines. Before crossing it, shoot and detonate as many mines as you can see. Detonating them also provides the extra benefit of killing any enemies caught in the blasts.

A rocket launcher Gunner is on the balcony of the structure at the bridge's end. Position yourself inside the bus in front of the fence to get a safe vantage point from which to shoot, then take aim. He moves around, so don't relent until he goes down.

Do not drop over the torn up asphalt and onto the final area of the bridge—doing so makes it impossible for you to get back. First, take either set of stairs down to the scaffolding, then locate and grab this level's final Intel Objective hanging on the back wall. This red folder contains a contact list for a Seventh Wave cell in Hamburg.

OBJECTIVE: DESTROY MAIN GULAG DOORS

This level's final Destruction Objective is also a Primary Objective. Destroy the gulag's doors with the rocket launcher and/or a series of Grenades—it takes three or four direct hits for the doors to break apart.

A few final Elite Troopers appear at the breach. Stay back and take them out with a strong weapon before heading inside the gulag to complete the level.

OBJECTIVE: GAIN ENTRY TO SPETRINIV GULAG

Your last objective for this level is to gain entrance into the gulag at the end of the bridge. It's heavily fortified, so getting through the defenses is going to be tough. Pick off the first wave of enemies in and around the bus in front of the fence.

If you've collected more than a few rockets, use the rocket launcher to target the machine gun-toting Elite Troopers near the entrance.

A final Intel Objective hangs on the wall to the right of the opening. This red folder contains aerial photographs of the fighter base at Miramar. Grab it, then head inside.

MISSION 8 WALKTHROUGH

SPETRINIV GULAG

OVERVIEW

19:38 HRS

It came down to this—you and Lennox—and there was no way you were going to let him get away. You had been chasing this deadly ghost since the city streets of Velensk and he was finally cornered in Spetriniv. You were on your own and with odds stacked against you...this is the only way you play.

MISSION INTELLIGENCE

Enemies Encountered
- Commandos
- Heavy Gunners
- Rocket Launcher Gunners
- Elite Troopers
- Soldiers

Weapons Acquired
- Assault Rifle
- Shotgun
- Grenades
- Assault Rifle Suppressor
- Sniper Rifle
- Rifle Suppressor
- Rocket Launcher

Secondary Objectives
- Blackmail: 4
- Intel: 10
- Recon: 1
- Armament: 1
- Destruction: 28

MISSION MAP 1

OBJECTIVE: GAIN ENTRY TO UNDERGROUND COMPLEX

According to Intel, Lennox is holed up somewhere deep in an underground complex. Your Primary Objective is to locate and breach this complex. Start your mission by moving down the deserted street.

TIP

Search the small structures on the left and right sides of the streets. A cache of Grenades is inside the left structure and an assault rifle suppressor waits inside the right.

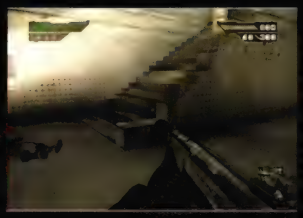
NOTE

Your load out for this mission is made up of an assault rifle and a pump shotgun. The assault rifle is a great close-quarters weapon that has a powerful kick. It doesn't have the range of many of the other assault rifles, but makes up for it with extra firepower. The versatile pump action shotgun was originally designed for hunting large animals, such as elk and moose. Modified for the military, this powerful shotgun is capable of taking down most heavily armored enemies with one close-range shot.

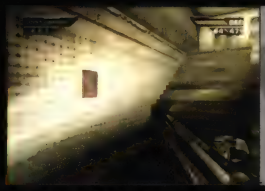
The first Destruction Objective can be achieved by shooting up this abandoned car on the side of the road. Riddle it with bullets until it explodes.

The alleyways, stairways, and paths along the left side of the street connect with each other. There's nothing of interest down near the street's end, so take a left at the alley next to the destroyed car, then follow the stairs down a level.

Use the Shotgun to blast the locked door around the corner to the left off its hinges. Inside, crouch down, sneak into the next room through the opening in the wall, and then pick off the first Heavy Gunner with a head shot from behind.



Be prepared for more enemies, including a Shock Trooper, to appear as soon as the first shot is fired. After you've properly dealt with them, take the stairs along the right wall up to the next floor.



An Intel Objective hangs on the wall at the base of the stairs. Grab this red folder, which contains a document stamped "WI-99-EYE," to fulfill the first of 10 Intel Objectives in this level.

TIP

Many of the rooms and buildings in this area have holes in their ceilings and floors, making it easy for the enemy to target you without your knowing. Always pay attention to your surroundings.

At the top of the stairs, shoot the patrolling enemy in the hallway, as well as any others you can see in the immediate vicinity. Continue down the hall and into the room at the end.

Inside this room is a red folder hanging on the wall. This Intel Objective contains blueprints of a bunker complex located at Mount Weather in Bluemont, Virginia.

Exit this room from the open doorway on the opposite side, kill the patrolling Commando in the room beyond, then ascend the stairs to the next floor. Up here, Soldiers will attack from multiple angles. Be prepared to take cover so as not to get caught in the crossfire. After you have incapacitated the Commandos and Heavy Gunners, climb the second set of stairs to the left and continue the fight.

Hanging on the wall at the top of this set of stairs is a red folder containing contact details of the development team. Grab it and move on.

Walk up the makeshift ramp to get up to the top floor of the building. On this floor, expect more resistance in the form of Heavy Gunners. After you eliminate them, pick the area clean of ammo and then move into the next section through the opening in the wall.

NOTE

In the back corner of this section are an assault rifle and its suppressor. This German-made assault rifle is a good medium-range weapon and is worth taking.

You may have noticed that numerous Destruction Objectives down in the square below. Don't waste your time and ammo trying to shoot them from this high vantage point—you will be down there soon enough. Instead, concentrate your fire on the enemies you can easily target.

TIP

As soon as you start shooting, multiple enemies fire at you from various windows of the large gulag in the square. You can quickly kill the terrorists with explosive results by shooting the attached air conditioning units below each windowsill.

When things get too hot, leave your position overlooking the square and take the ramp down to the floor below. Pick off the guard standing on the balcony with his back to you, then grab the sniper rifle resting against the wall next to the window.

Next, use the sniper rifle to incapacitate as many enemies in the square that your limited amount of ammo allows. Be sure to save at least one shot for the rocket launcher Gunner in the window of the building to the left.

DESTRUCTION OBJECTIVE

Exit the building via the fire escape. Before you descend to the ground level, take a moment to shoot out the two parked cars down below.

This is where things get really hairy. The square off to the right is overflowing with enemies—most of them are Heavy Gunners and Shock Troopers wielding shotguns and assault rifles. Avoid this area for the moment and instead turn your attention to the structure to the left.

Now you have your hands full. Two Shock Troopers and one Heavy Gunner are inside and patrol this area —they show no mercy. Take cover, use Grenades and/or aim for their heads to kill them while taking the least amount of damage to your health.

BLACKMAIL OBJECTIVE

As soon as you take care of the immediate threat, enter the small structure and blow up the safe in the back. Destroy it and its contents—a list of domestic subversives—to fulfill a Blackmail Objective.

Back outside, take cover along the walls or behind non-explosive, indestructible items (such as the large tarp-covered crate) and begin the methodical process of executing the enemies in and around the square.

TIP

A rocket launcher Gunner is positioned up on the third floor in the last window to the right. Targeting him from a distance without getting hit by his rockets can be tough. The best position from which to shoot him is inside the small structure. Aim through the right-hand window facing the square.

When there is a break in the action, take the set of stairs to the left of the small structure and enter the room at the top. Be ready for one or two Commandos inside.

Once the enemies are eliminated, blast through the locked door to get into the next room. Ascend stairs to the second floor (watch out for the Shock Trooper at the landing and the Commando in the room beyond). Now grab the rocket launcher near the window in the front corner.

Save the rocket launcher and its ammo for the moment, return outside and cautiously enter the square. All hell breaks loose the moment you step onto this battlefield. Find cover and use your assault rifle for the approaching Commandos and Heavy Gunners, then switch to the rocket launcher and fire rockets at the enemies inside the bunker near the entrance to the gulag.

TIP

Multiple groups of barrels line the perimeter of the gulag. Take advantage of their explosive qualities by detonating them when enemies are near them.

Move inside the gulag and descend the spiral staircase to the lower level. A well-tossed Grenade will blast through the boarded up doorways in the hallway below. Pass through and continue to follow the passageway until you reach the large chamber.

The statue in the middle of the square is a good place to take cover. Stay near its base and continue to seek out and eliminate the unrelenting stream Commandos and Heavy Gunners.

The appearance of Elite Troopers from the entrance of the gulag means that this fierce battle is almost over. If you still have rockets left, use the rocket launcher to target and wipe them out. If you're out of rockets, switch to Grenades.

The moment you step inside the chamber, multiple enemies from above, behind, and in front of you attack with a vengeance. Take cover and concentrate on the Elite Troopers first—a few Grenades should take care of them quickly—then go to town on the rest.

When the firefight is finally over and you are the last man standing, take a few moments to destroy all the Destruction Objectives in the square. These include two trucks, one car, and six pallets.

When the last enemy is down, use a Grenade or the shotgun to gain access to the small room beyond this locked door on the chamber's right side. Inside, sitting on top of the lockers, is a Blackmail Objective. Destroy this attaché case and its contents—photos of the murder of Rose Cheramie.

An assault rifle leans against the interior of the bunker at the front entrance to the gulag. Swap out your rifle for this more-powerful and longer-range weapon. You've just completed this level's Armament Objective.

TIP

You can also use the shotgun to shoot open the doors of the lockers and collect the contents, including a cache of Grenades and a rifle.

Before leaving the area, grab this Intel Objective—a red folder hanging on the wall to the right of the exit. Inside are plans marked "Operation Urban Warrior."

The fight continues inside the next room. Target the Commandos through the bars of the cells from the relative safety of the doorway.

Inside the small room on the left, just past the cell doors, is a roll of documents containing satellite shots of an unknown U.S. city. Grabbing these fulfills this level's one Recon Objective.

Move out and continue into the connecting hallway on the right. A Commando most likely patrols its length. After he's been eliminated, descend the stairs to the passage below.

Plenty of enemies patrol these halls. Be cautious; always peek around corners and take the time to scan the area ahead before you move on.

Grab the Intel Objective hanging on the wall when you reach this corner. This red folder contains a DVD called "The Order of Death."

Follow the twisting passageway until you reach what looks like a dead end. The crumbling section of wall past the doorway is weak and won't withstand the blast from a rocket or Grenade. Walking through the hole you've just created finally completes your first objective.

TIP

Check all of the open holding cells along the passage; a few of them hold valuable weapons, including Grenades and a rocket launcher.

MISSION MAP 1

OBJECTIVE: DESTROY SEVENTH WAVE BUNKER

The moment you set foot into the underground complex, two Heavy Gunners target you from the protection of bunkers in the next room. You can shoot the enemy on the left through the small glass window of the closed doors to help even the odds.

For the second Gunner on the right, equip the rocket launcher, take cover against the wall to the left of the doorway, then peek out and let him have it.

The huge blast door at the back of this room is barred shut, but your rocket should have created a hole in the right bunker. Enter the hallway beyond it.

The large connecting corridor is crawling with enemies. Use the heavy machinery and equipment for cover and pick off the terrorists you can see.

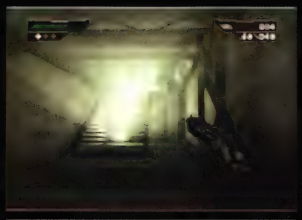
In addition to Shock Troopers and Heavy Gunners, an Elite Trooper patrols the corridor. If you have any rocket launcher ammo left, now is a good time to use it. Otherwise, resort to using Grenades. If you don't have any Grenades, take cover and pick him off as he moves toward you—Elite Troopers are not able to protect themselves completely when walking.

TIP

If you haven't already found one, grab the pistol dropped by the Elite Trooper. Although this weapon has slow fire and reload rates, it's one of the strongest weapons available in the game.

To find this next Intel Objective, take a left at the first junction and follow the passage to the room at the end. Clear out the enemies inside, then grab the red folder on the wall. It contains a detailed map of the Pentagon.

A second connecting corridor leads to a huge chamber filled with enemies. But instead of going to this chamber, retrace your steps to the main hallway and take the stairs at the junction on the right.



Cross the bridge at the top of the stairs, only stopping to wipe out enemies if you're attacked, and then take cover at the corner before entering the next room. More Commandos and Heavy Gunners are waiting inside.

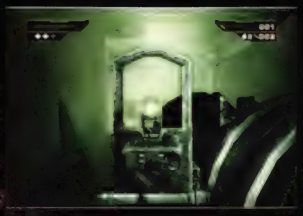
Another Intel Objective is found inside this room. Locate the red folder sitting atop the remnants of a dividing wall. Inside it is the full, unedited version of the Zapruder film.

Return to the main hall once again and then enter the large chamber you avoided a moment ago. Enemies come pouring out from every location and ruthlessly attempt to shoot you dead. Use the pipes and columns for cover and concentrate on the closest and most immediate threats first. Don't be afraid to unleash a volley of Grenades in addition to your weapons fire; you can replenish your stores from the fallen bodies when the firefight is done.

After the dust has settled, enter the tunnel at the end of the chamber to go deeper into the underground complex. As you progress, be prepared for pockets of resistance by keeping your weapons loaded and ducking for cover.

At the end of the tunnel is an intersecting corridor. The passage straight ahead leads into a small room with a rocket launcher. However, to get it, you have to go through an Elite Trooper. Engage him and win your rocket launcher

Return to the intersection and take a left. At the end of this corridor is a bunker with a Heavy Gunner inside. Stay as far back as possible and use that rocket launcher to blow the Gunner, and the bunker, to bits.



Make use of the hole you just created in the side of the bunker and enter it. On the floor in the left corner is a laptop containing data on Los Angeles Project T.H.O.R. Destroy it, then move on.

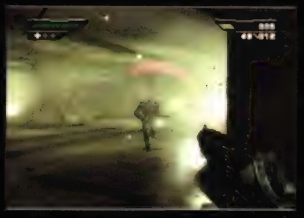
The path, a makeshift bridge made of two-by-fours, splits in two directions up ahead. Both ways reconnect around the corner and lead into a large open room. Pick off the two enemies inside and then take the stairs around the corner to the left.

On the wall behind the stairs is an Intel Objective. Grab this red folder before climbing up to the next level.

The stairs lead to a balcony walkway that lines the perimeter of a large chamber. Watch out for Heavy Gunners, Shock Troopers, and Commandos positioned along the balcony, including one that is hiding just out of view around the corner on the right. Use a strong weapon combined with Grenades to deal with each foe swiftly to avoid taking too much damage.

Follow the walkway around to the other side of the chamber, clear the next room of its patrolling enemies, then take the stairs down into the chamber.

Steel yourself for an intense firefight. Enemies literally come pouring out of every doorway. Even though quite a few columns and pieces of machinery are found here, finding a good place to take cover where you can catch your breath, reload your weapon, and pick off your targets is difficult, to say the least. The enemies are just too smart and too relentless.



When all of the enemies have been eliminated, enter the opening at the back of the chamber and move into the next hallway. A new group of enemies attack. Stay next to a wall where you can duck out of the way of their gunfire and continue to pick them off, one by one.

Creep down this hallway, being careful not to rush out and stumble on a pack of enemies. In addition to Elite Troopers, Commandos, and Heavy Gunners, a few Soldiers also patrol these halls.

At the branch in the hallway, take the left path and follow it around until it dead-ends at a cell door. Against the wall to the left is an Intel Objective. This red folder contains aerial photographs of the White House.

Return to the branch and follow the other corridor as the ramp descends to a lower level. At the bottom, two Heavy Gunners in bunkers at the end of the corridor instantly get a bead on you.

TIP

Use extreme caution as you approach the bottom of the ramp. The two Heavy Gunners can wipe out your health in a matter of seconds. It's a good idea to have the rocket launcher equipped and at least one rocket locked and loaded. The moment they come into view, let loose and fire the weapon.

A second tunnel leads deeper into the underground complex. At the bottom is a final chamber. At the chamber's back lies your goal—the Seventh Wave bunker. Destroying it, however, is going to be an almost insurmountable task. Grab the assault rifle in the tunnel and equip it before approaching the opening at the bottom. You're going to need this gun.

The first few enemies can be easily eliminated by using the explosive red barrels. Target the set of barrels to the left to get rid of the Commandos standing next to it, then do the same with the barrel on the walkway above.

Things get a lot tougher from now on, as the onslaught of Commandos, Heavy Gunners, Shock Troopers and Elite Troopers seems unending. Start picking them off as they come, using everything you've got in your arsenal.

TIP

Stay positioned just in the opening of the tunnel and don't move more than a step or two into the chamber. There is next to no cover inside the chamber, and if you move too far forward, the opening closes behind you and locks you in. If you stay in the tunnel opening, you can still retreat up the ramp or use the opening's walls for protection.

During a break in the action, throw a Grenade or two toward the second balcony on the chamber's left side. There is no way to get up here, but tossing a Grenade detonates this level's final Blackmail Objective: burnout rendering secrets.

You eventually have to leave your position of safety at the tunnel opening—the enemies become wise to your defensive tactics and stop coming at you. When this happens, quickly run up either set of stairs on the left or right side of the chamber and enter one of the small rooms at the end of the walkway. Either room provides protection, but the right-hand room leads to your next objective.

Up the right-hand set of stairs and inside the small room on the right is a locker. Inside the locker is a suitcase. Inside the suitcase is a Soviet nuclear suitcase bomb. Picking it up completes your final Intel Objective.

To completely clear the area, you have to return to the ground floor and continue the firefight. The only other cover to be found inside this area is the two small rooms at the back of the chamber. If you start taking a lot of damage, make a run for either one.

TIP

Save a few rockets for your rocket launcher, two Heavy Gunners take positions inside the bunkers at the back of the chamber. This makes them very difficult to shoot, as well as very deadly.

Just when you think the bloodbath is over, three Heavy Gunners show up on the walkway at the rear of the chamber. If you're not careful, one of these enemies can kill you in an instant.

As quickly as possible, locate and target the Gunners and let loose with a stream of fire until they are both out of commission.

TIP

Suspended from the ceiling above the walkway are two rows of square ventilation units. Shooting them causes them to drop and explode, wiping out anyone who happens to be underneath. Use this to your advantage.

You should only worry about these final Destruction Objectives after the enemies stop coming. As soon as it's safe to do so, locate all the stacked pallets inside the chamber and detonate them to fulfill your quota.

Only after all the enemies have been killed, after all the Destruction Objectives have been destroyed, and after all the Intel and Blackmail Objectives have been collected, should you turn your attention to completing this mission's final Primary Objective—destroying the bunkers. Toss a few Grenades at either of the bunkers to cause a huge explosion and complete the level.

The final cutscene reveals that this is only the beginning—Lennox is still alive. Thanks to your efforts, you've made it possible for the military to go after Lennox without congress breathing down their necks, and they want you to finish the job....

EXTRAS

SILVER WEAPONS

After you've beaten the game's Normal Difficulty setting, you gain access to Hard Difficulty. In Hard Difficulty, the game doesn't give you any Health Packs, forcing you to rely on your superior shooting skills and the mercy of First Aid Kits that are occasionally dropped by fallen soldiers. Beating the Hard Difficulty mode unlocks the Black Ops Difficulty setting, as well as Silver Weapons. Black Ops mode is the same as the Hard Difficulty setting, with the exception of new Destruction Objectives. Silver Weapons are the same weapons you have in Normal Difficulty, except they have unlimited ammo. Thus you can blast away without discretion.

ASSAULT RIFLE

After you complete the near-impossible task of beating the game on Black Ops Difficulty, you unlock the biggest, baddest assault rifle in the game. This assault rifle can slice through its targets like a knife through butter, and comes equipped with a secondary-fire Grenade launcher. This gloriously destructive piece of weaponry allows you to go through the game obliterating everything—and we do mean everything—in your path.

MAP APPENDIX

MISSION 1 MAP 1

MISSION 1 MAP 2

MISSION 2 MAP 1

MISSION 2 MAP 2

MISSION 2 MAP 3

MISSION 3 MAP 1
BLACKMAIL OBJECTIVE
DESTRUCTION OBJECTIVE
INTEL OBJECTIVE
INSERTION POINT
TOWN
B
D
D
D
D
D
I

MISSION 3 MAP 2

- A ARMAMENT OBJECTIVE
- B BLACKMAIL OBJECTIVE
- D DESTRUCTION OBJECTIVE
- I INTEL OBJECTIVE

MISSION 3 MAP 3

- BLACKMAIL OBJECTIVE
- INTEL OBJECTIVE
- RECON OBJECTIVE

MISSION 3 MAP 4

- BLACKMAIL OBJECTIVE
- DESTRUCTION OBJECTIVE
- EXTRACTION POINT
- INTEL OBJECTIVE

MISSION 4 MAP 1

- BLACKMAIL OBJECTIVE
- DESTRUCTION OBJECTIVE
- INSERTION POINT
- RECON OBJECTIVE

ANTFOUNDRY

MISSION 4 MAP 2

D DESTRUCTION OBJECTIVE
I INTEL OBJECTIVE

MISSION 4 MAP 3

MISSION 4 MAP 4

- BLACKMAIL OBJECTIVE
- DESTRUCTION OBJECTIVE
- EXTRACTION POINT
- INTEL OBJECTIVE

MISSION 5 MAP 1
B BLACKMAIL OBJECTIVE
D DESTRUCTION OBJECTIVE
I INTEL OBJECTIVE
A INSERTION POINT
MILIZ ASYLUM

MISSION 6 MAP 1

DOCKYARD

MISSION 6 MAP | 2

MISSION 6 MAP 3

MISSION 7 MAP 1

MISSION 7 MAP 1 2

MISSION 7 MAP 1

MISSION 8 MAP 1 2

BLACK™

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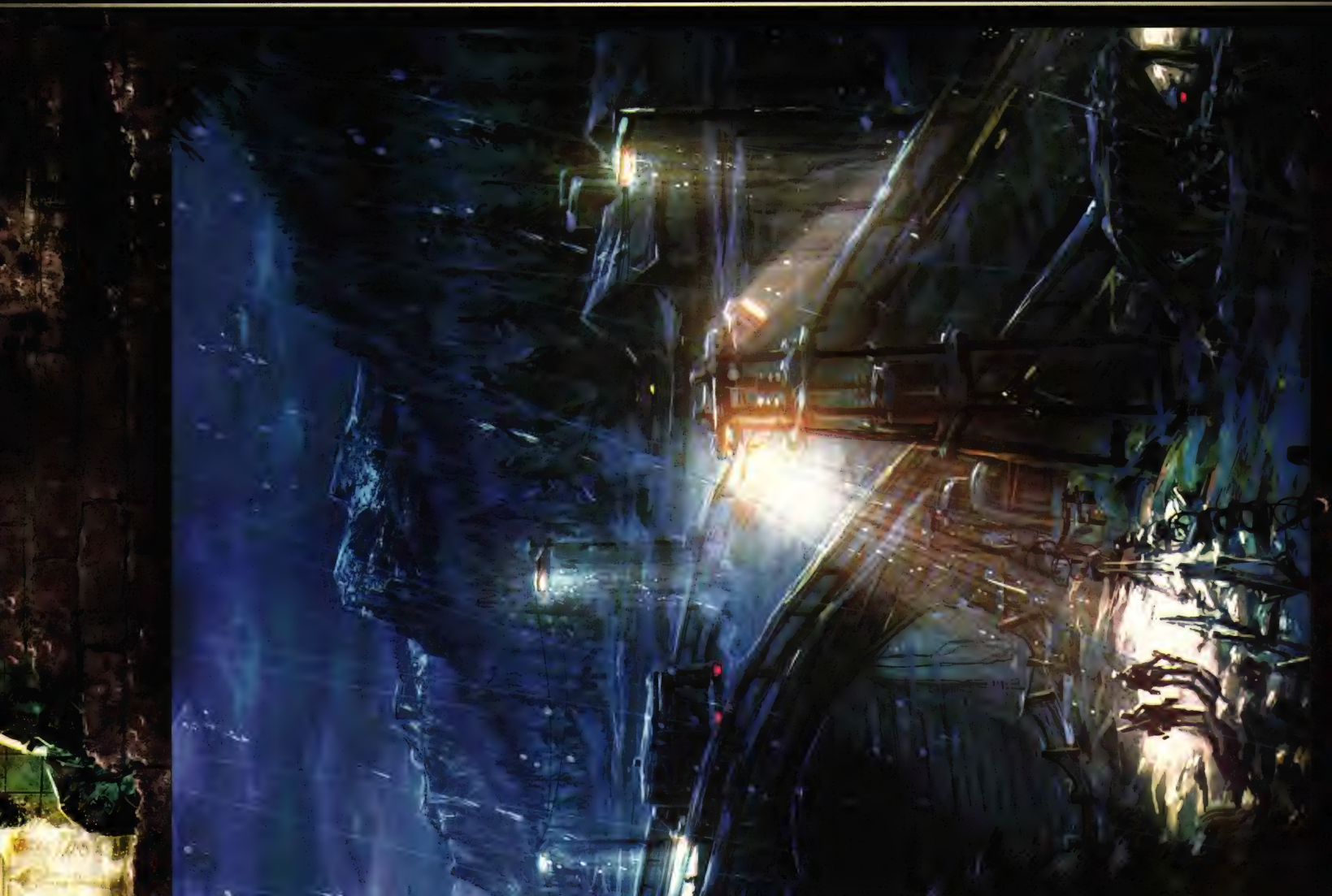

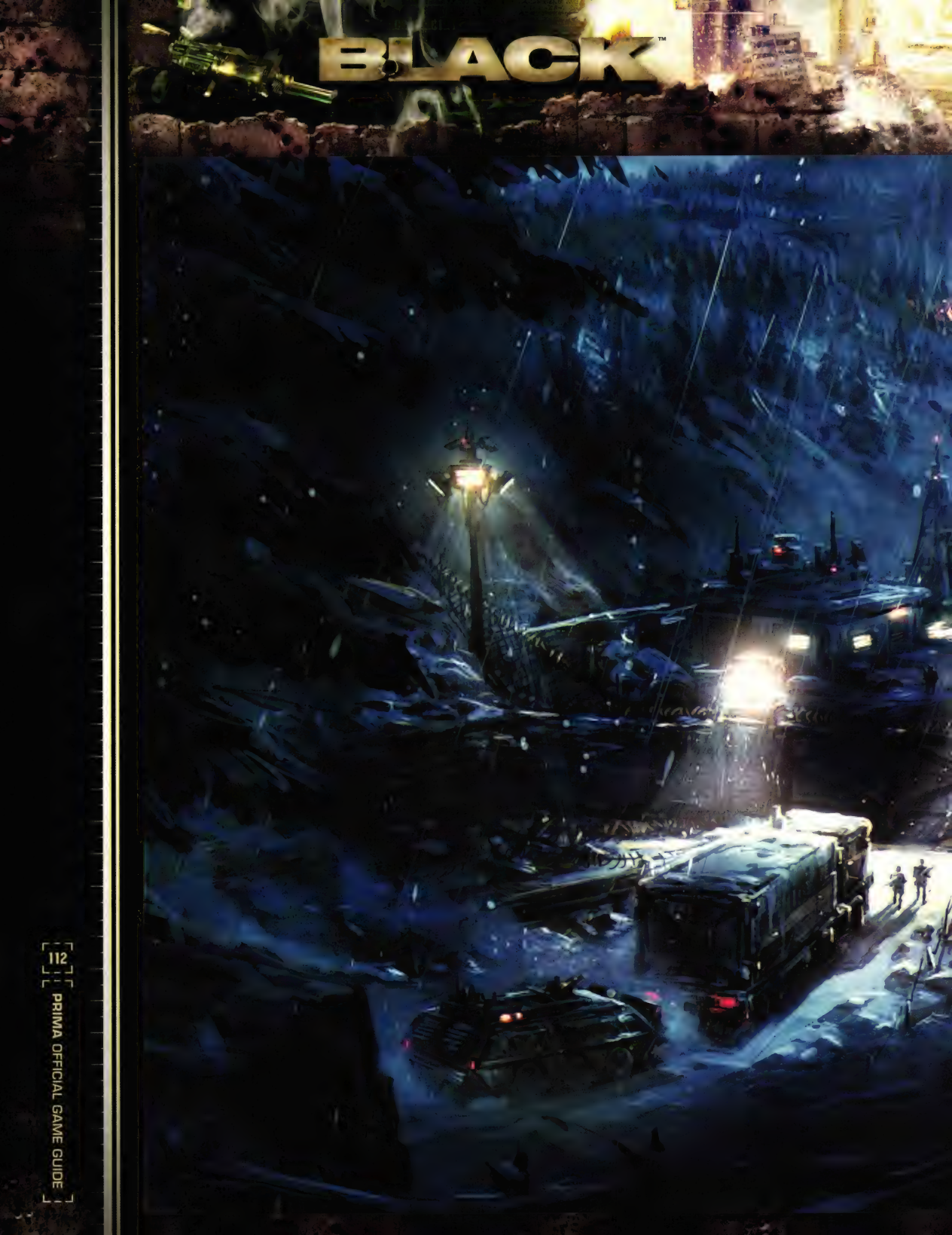
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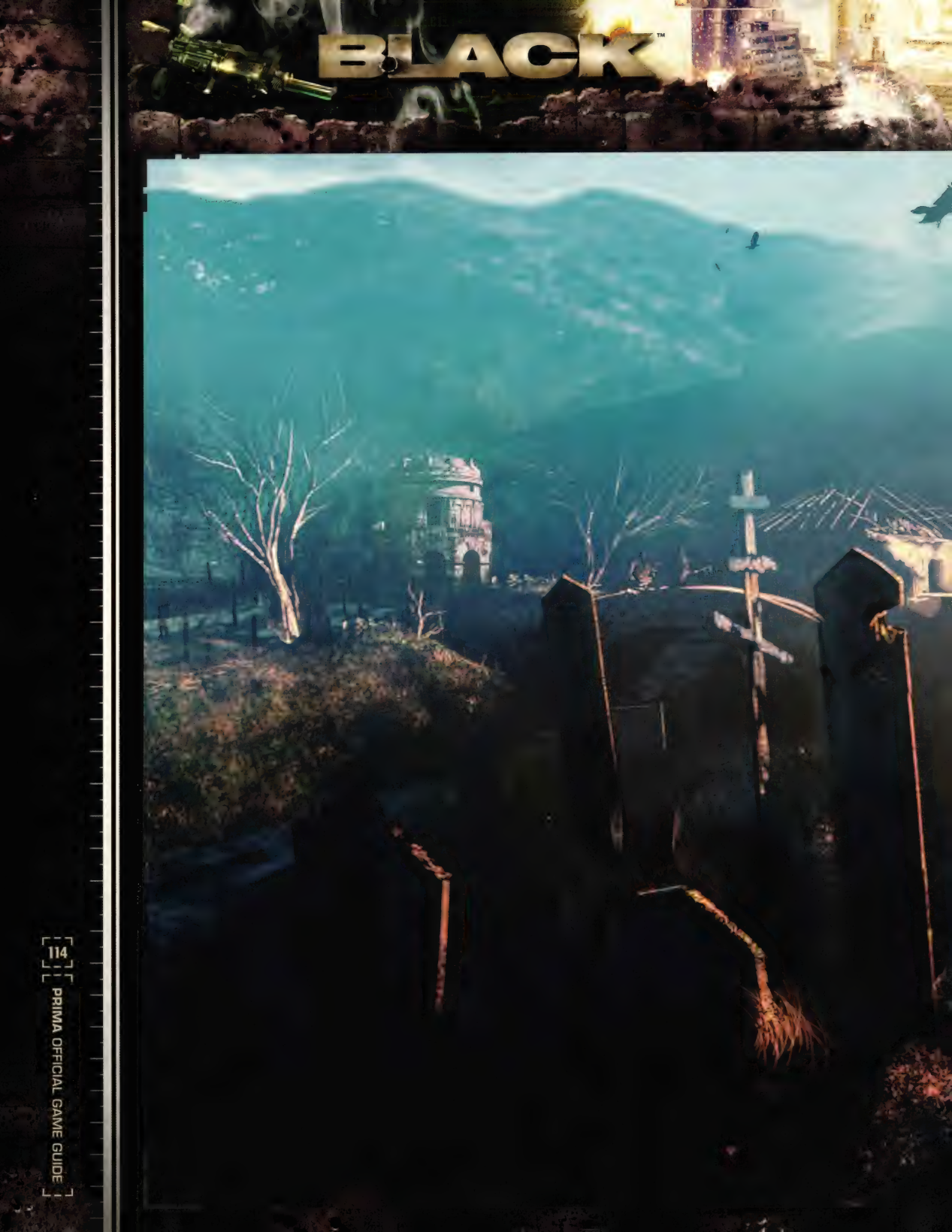
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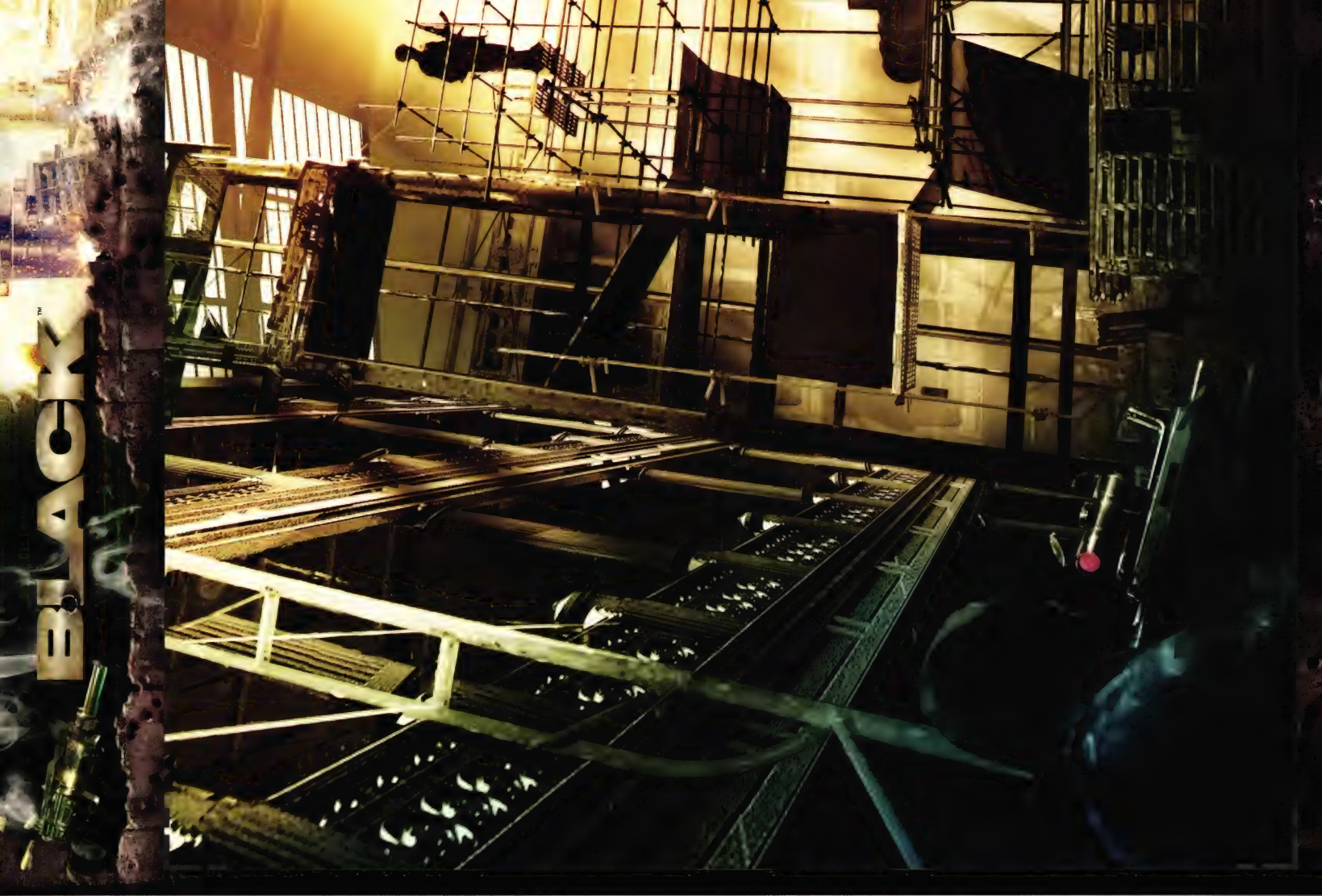
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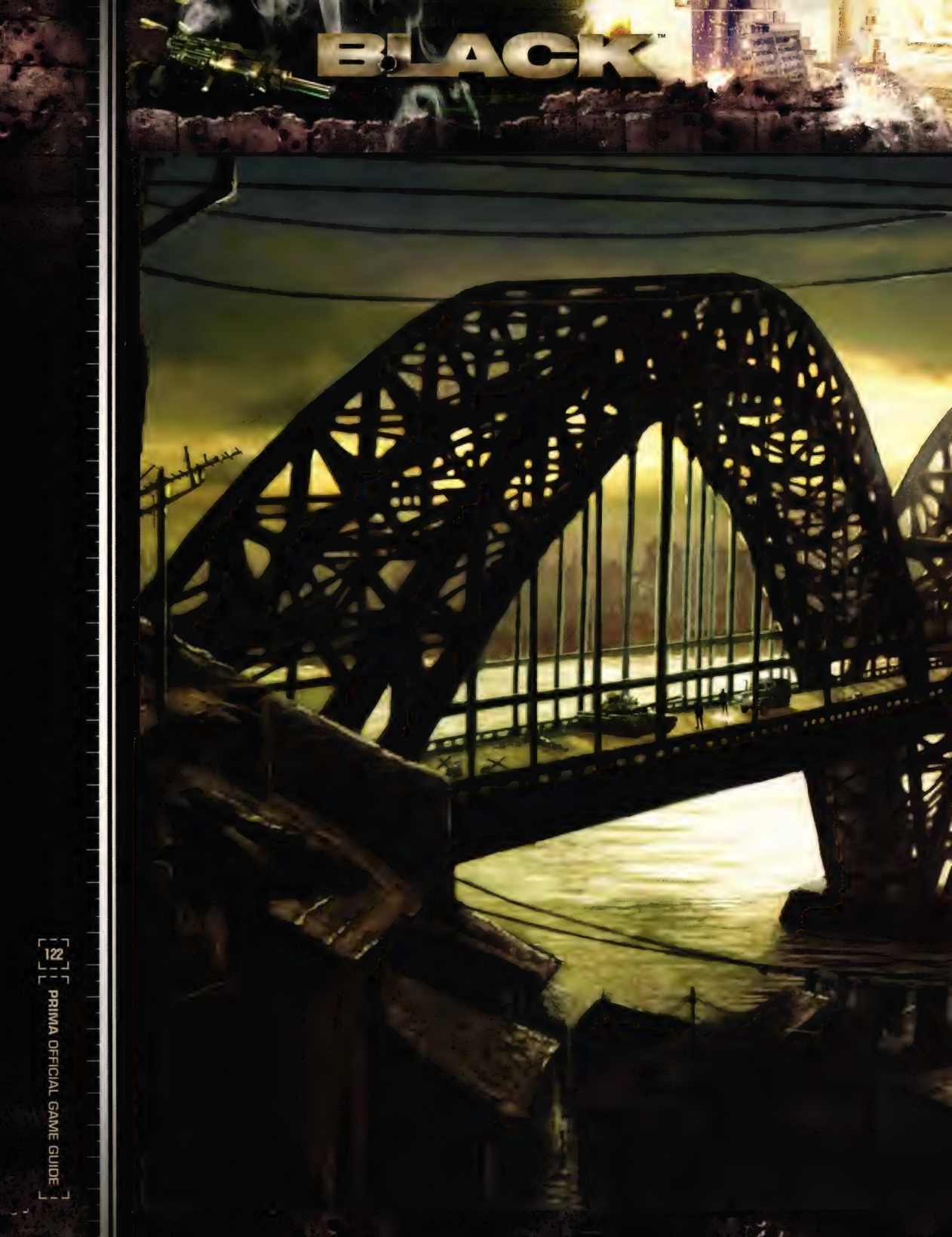
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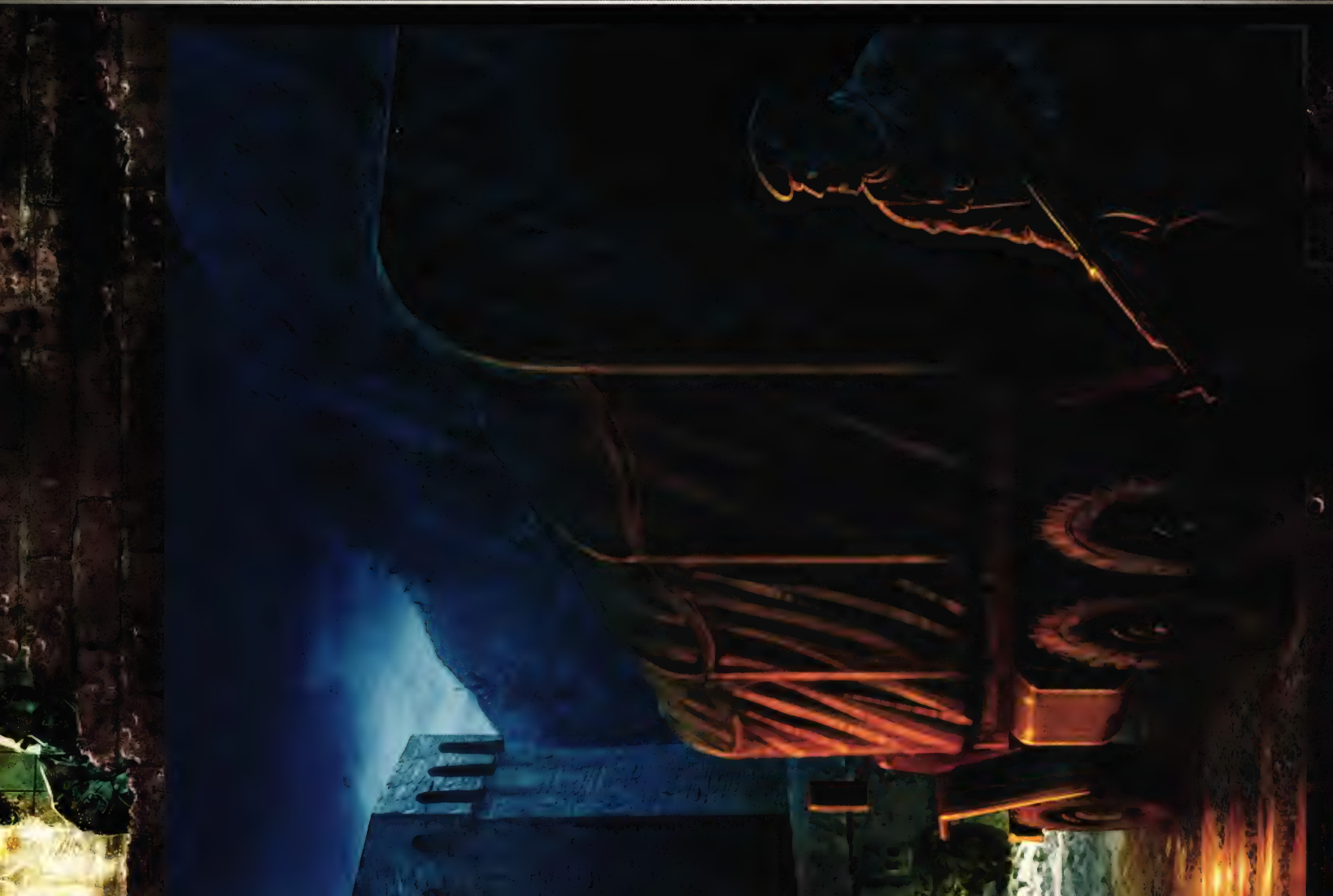

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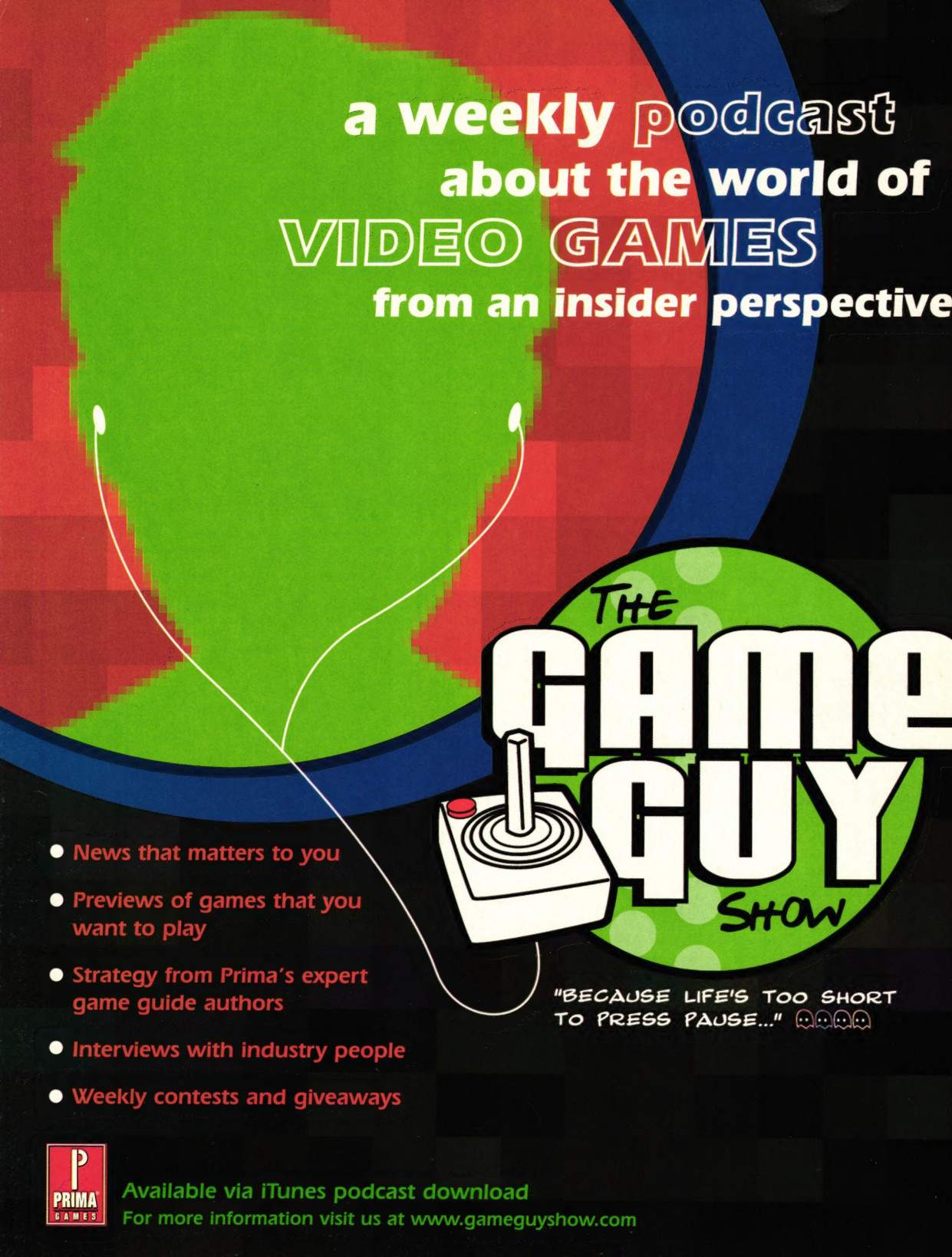

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